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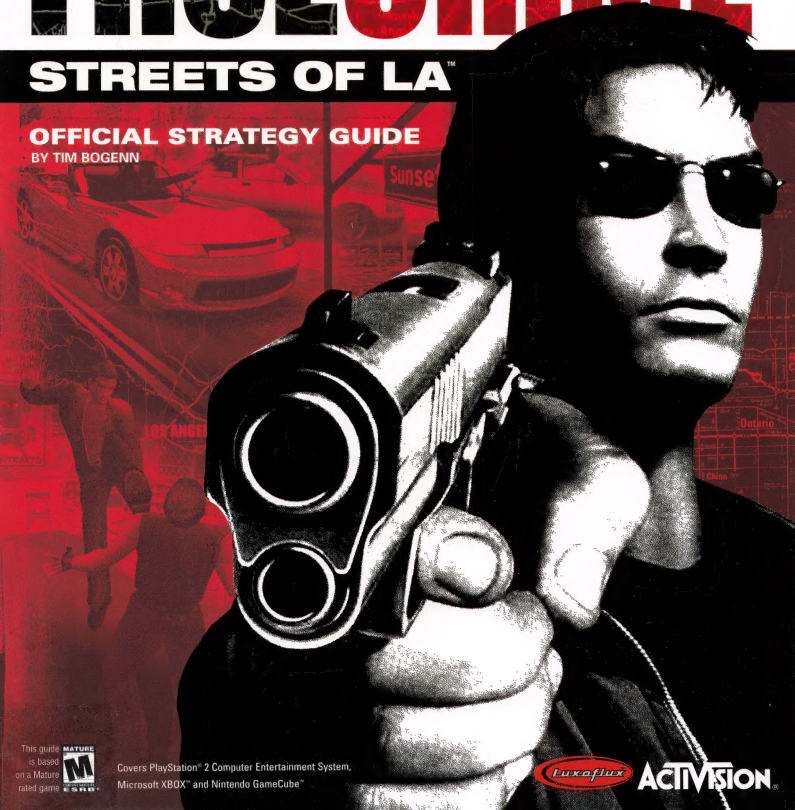
SIGNATURE SERIES

TRUE CRIME™

STREETS OF LA™

OFFICIAL STRATEGY GUIDE

BY TIM BOGENN



This guide is based on a Mature rated game

MATURE M ESRB

Covers PlayStation® 2 Computer Entertainment System, Microsoft XBOX™ and Nintendo GameCube™

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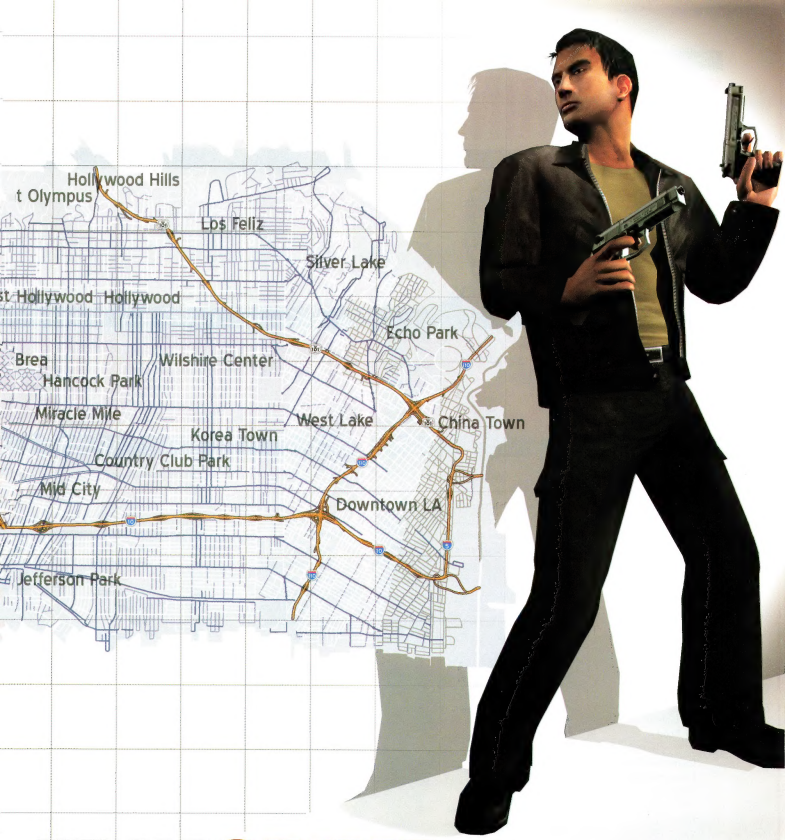

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TRUE CRIME™: STREETS OF LA™

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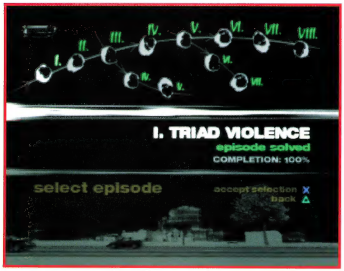
WELCOME TO THE E.O.D.

Established in 2003, the Elite Operations Division (E.O.D.) was founded to combat the most deplorable and notorious cases in Los Angeles. Crime was rising and conventional law enforcement methods and officers proved helpless against the new strain of crime. The E.O.D. is a group of highly trained and accomplished operatives who pursue justice strictly using E.O.D. methods. Now a fully independent branch of the police department, the E.O.D.'s mission statement is simple: Protect the citizens of Los Angeles at any cost. Members of the E.O.D. must deal with some of the most vicious and corrupt criminals roving the streets of Los Angeles. To help tackle this crime wave, E.O.D. officers are outfitted with powerful firearms and trained in a variety of hand-to-hand combat techniques. E.O.D. agents are the best of the best, experts in all fields of law enforcement.

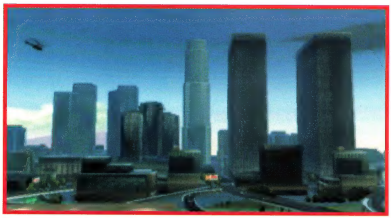
STORY BRANCHING

There are six possible endings in *True Crime: Streets of LA*. How you progress through the game determines which ending you receive. There are three Failed Endings and three Victory Endings. Two of the Victory Endings leave the case unsolved, these are reached by entering story branching Episodes (Alternate Episode IV and Alternate Episode VI). The two story branches are reached when missions go unsolved and/or you're simply a "Bad Cop." However, you can replay failed missions to solve them correctly and regain "Good Cop" to get back on to the main story track. There are eight Episodes in the main story and four alternate Episodes that may be reached through the game's branching storyline.



THE CITY OF LOS ANGELES

The city is huge! Take advantage of the no time limit Destination Driving Missions and visit the 24/7 training locations to improve driving, shooting and fighting skills. These are also opportunities to help keep the city clean by stopping the crimes being broadcast over the radio dispatch. If you get hurt, head to a Health Clinic. If the car is damaged, drive to a Repair Garage. If you want to switch out the car for a bonus car, head to an Parking Garage. Additional details on all of these topics are provided in the following sections.



HEALTH CLINICS

There are three ways to recover from injury: Health Kits, Health Clinics, and mission completion. Health is restored when a mission is completed. If you can't make it to the end of a mission without some health, Health Packs are often found within missions. If you need some health when on the streets, follow the "+" icon on the Mini-Map to a Health Clinic. Enter the yellow triangle on foot to fully replenish your health. The cost (in Reward Points) is determined by the amount of damage sustained.

REPAIR STATIONS

When your car is riding on the rims, smoking from bullet holes, dented up, or on fire, look for the gas pump icons on the Mini-Map to find a Repair Station. Pull straight into the garage through the yellow triangle and, after spending Reward Points, your ride becomes showroom fresh!

PARKING GARAGES

Whenever you earn a new car through a Mission X "Bonus Cruisin'" Street Race challenge, your new ride is placed in all the Parking Garages found around Los Angeles. The garage holds four vehicles. There's a space for the jalopy you start with and three bonus cars. To use the garage, enter the door through the yellow triangle with or without a vehicle and climb aboard one of the vehicles parked inside. Accelerate and a saving screen appears. The car sticks with you into the following mission if it was the last vehicle you were driving during the previous mission. There's a limited amount of Parking Garages around town; look for the "P" icon on the Mini-Map to find a garage.

PARKING REPAIR

If your car needs repair and you are near an Parking Garage, save money and replace your vehicle for the same one or another car inside the garage instead of going to a Repair Station.

24/7 TRAINING LOCATIONS

Los Angeles is full of E.O.D. Ballistics Ranges, Dojos, and Driving Courses, which are open around the clock. Enter one of these locations to partake in a challenge that improves fighting, driving, or shooting skills. Look for the barbell symbols on the Mini-Map to find a Dojo for black-belt training. Find the car icon to enter a Driving Course to earn driving skill upgrades. Find crosshairs icons on the Mini-Map to locate the Firing Ranges to upgrade shooting skills and gun accessories. The prices are one Badge to enter and one Badge to continue the challenge if you fail an exercise. For more information on 24/7 locations and the upgrades that can be earned, see The Upgrade Guide at the end of guide.

REWARD POINTS & BADGES

On the bottom right corner of the gameplay screen is a gauge that keeps track of Reward Points earned. Above this is the amount of Badges earned. 100 Reward Points = 1 Badge. You begin the game with 3 Badges, for a total of 300 Reward Points.

Reward Points are lost by failing missions (dying) or killing innocents (10 for each innocent person). You earn Reward Points by making arrests (cuffing perps), completing objectives, or eliminating bad guys. 10 Reward Points earned for each criminal brought to justice or defeated. 15 Reward Points are earned for neutralizing or head-shooting someone. Shooting a surrounded prep earns 5 Reward Points.

When you earn Aim Assistance (Firing Range Upgrade 2) you can neutralize suspects, which allows you to earn 15 Cop Points for each criminal neutralized. This also adds Good Cop points to your Good /Bad Cop Meter.

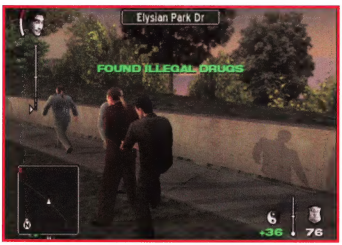
RANDOM CRIME

In any mission where driving is involved (and time is not an issue) you should answer the dispatch radio's request for help. Listen carefully to the message and find the red circle (or triangle for crimes father away) that appears on the Mini-Map indicating the location of the trouble. These calls are random and occur continuously. Solve the crime and earn 10 Reward Points for each perp arrested or killed. The jobs can involve car chases, car pursuit, breaking up fights, muggings, hostage situations, rapes, or massive shootouts. You could be up against one perp or a whole gang of angry wrongdoers. Be a bad cop and throw caution to the wind as you go after the bad guys with total disregard to civilian casualties. Be a good cop and drive and shoot with extreme caution being aware of the fragile nature of human life.

Use all of your newly learned fighting skills to go hand-to-hand with perps or earn Aim Assistance and neutralize the perps with a bullet in the arms, legs, or groin. If you kill criminals, you will eventually become a Bad Cop as points are deducted from the Good/Bad Meter. Use the slow motion Precision Aim to deal with situations from the front seat of the car! Sometimes perps surrender after simply turning on the siren, showing your badge, or firing a warning shot. In many situations, the bad guys just start shooting or try to pull Nick out of his car! To handcuff and arrest criminals, walk up to them and press the Grapple/Frisk Button. If they want to fight, knock them down and force on the cuffs by pressing the Reload Button and the Grapple Button together (for Xbox, click the Left Thumbstick and press the Grapple Button together). The more arrests you make, the more Reward Points you earn.

RANDOM FRISKING

Sometimes, arrests can be made by randomly frisking people on the streets. Walk up to any passerby and press the Grapple/Frisk Button to search them. If they are holding something illegal then Nick slaps the cuffs on them and knocks them to the ground for the next cop to come by and take them away. If you find nothing on the civilian, then no harm is done—unless you are offended by the verbal lashing you get afterward. After an arrest is made, you've made an easy 5 Reward Points and sometimes a nice weapon.



GOOD COP/BAD COP

When you kill a civilian, 10 Reward Points are deducted from your total. If you kill a criminal, the Good Cop/Bad Cop total will drop (the numbers below the Yin-Yang symbol near your Reward Point gauge). If you continue to kill civilians or destroy their vehicles, the Civil Unrest Meter (the thermometer near the Reward Points) will rise and the Good/Bad Cop total will dive into the negative (red). When the Civil Unrest Meter maxes out, you enter Civil Unrest mode. Random Crimes are replaced by pursuing cops, angry SWAT teams and mad civilians. They do their talking with their weapons—no negotiations. To defuse the Civil Unrest situation, stop killing and let the heat die down. Start neutralizing bad guys to get some Good Cop Points. When in firefight missions, killing the bad guys won't count against you, but neutralizing them will deduct Bad Cop points and give you Good Cop points!

HAND-TO-HAND COMBAT

When you approach a suspect and your weapons are holstered you can engage the perp with a series of hard-hitting punch and kick combinations. To earn more moves, visit the 24/7 Combat Training locations or the Bonus Cruisin' Combat Trial locations.

FINISHING MOVES

Score a hit while in hand-to-hand combat and exclamation points appear near the opponent's face icon in the top right corner of the screen. The amount of exclamation points varies depending on the skill of the opponent (ranging from 3 to 6 exclamation points). These exclamation points begin to dim out one by one with each successful blow. If you discontinue the assault or if there is a lengthy delay between blows (this happens when the enemy is skilled at blocking) the exclamation points re-light as the enemy recovers. However, once you have dimmed all the exclamation points, the opponent enters a state of dizziness.

While remaining close to the opponent while he or she is "stunned," it's possible to unleash a default or an earned finishing move (acquired through 24/7 Dojo training). Finishing moves are a combination of Jump-Kick, Punch, and Kick Button presses performed during the stun. The result: Nick impressively kicks, punches, or grapples the stunned opponent.

An icon for each button press appears at the top of the screen as you perform the finishing move. The foot up icon represents a Jump-Kick; the foot down icon represents a Kick; and the fist icon illustrates that a Punch has been executed during the finishing move.

KICK

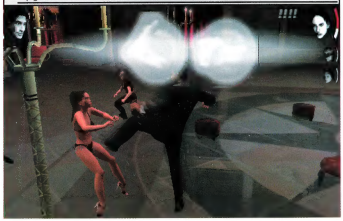
Button Combo	Kick, Jump-Kick
Damage	8
Upgrade #	(default)

PUNCH

Button Combo	Punch, Kick
Damage	8
Upgrade #	(default)

JUMP KICK

Button Combo	Jump-Kick, Punch
Damage	8
Upgrade #	(default)



TIGER SWEEP

Button Combo	Kick, Jump-Kick, Kick
Damage	10
Upgrade #	4

DRAGON KICK

Button Combo	Kick, Jump-Kick, Kick, Jump-Kick
Damage	10
Upgrade #	7

TIGER CLAW

Button Combo	Punch, Kick, Jump-Kick
Damage	10
Upgrade #	5

DRAGON FIST

Button Combo	Punch, Kick, Jump-Kick, Punch
Damage	12
Upgrade #	8

LEAPING TIGER

Button Combo	Jump-Kick, Punch, Kick
Damage	10
Upgrade #	6

FLYING DRAGON

Button Combo	Jump-Kick, Punch, Kick, Jump-Kick
Damage	12
Upgrade #	9

GRAPPLES

To perform a grapple, walk up to an opponent and press the Grapple Button while unarmed. Depending on the blocking skills of the opponent, a grapple will be initiated. If you wish to do more than just trip an opponent, you must follow the grapple with a Jump, Punch, or Jump-Kick Button press. To earn special grapple attacks you must participate in the Bonus Cruisin' Combat Trials.

To perform a grapple Special move, press the special button combination immediately after pressing the Grapple Button (almost simultaneously with some combos). Do not wait for Nick to actually grab the opponent to add the additional grapple combination; by then it may be too late to execute the move.

GRAPPLE FINISHING MOVES

TRIP

Button Combo	Grapple
Upgrade #	(default)
Note	

LEG THROW

Button Combo	Grapple, Kick
Upgrade #	(default)
Note	

HIP THROW & PUNCH

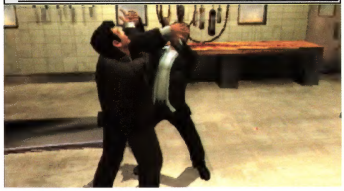
Button Combo	Grapple, Punch
Upgrade #	(default)
Note	

FIRE TOSS

Button Combo	Grapple, Jump-Kick
Upgrade #	(default)
Note	

WHIRLWIND THROW

Button Combo	Grapple, Punch, Jump-Kick
Upgrade #	Special Upgrade 1
Note	Press Punch & Jump-Kick almost simultaneously



ARM BUSTER	
Button Combo	Grapple, Punch, Kick
Upgrade #	Special Upgrade 2
Note	Press Punch & Kick almost simultaneously

DIRTY BOXER	
Button Combo	Grapple, Kick, Punch
Upgrade #	Special Upgrade 3
Note	Press Kick & Punch almost simultaneously

PRECISION AIM

When Nick has his guns drawn, he performs a slow motion jump when the Jump Button is pressed and held. While sailing through the air, press the Fire Button to shoot. This does not work in Precision Aim mode. Nick cannot move while using Precision Aim. He can slow motion jump forward, backward and side to side. The slow motion time is limited, but can be performed as often as desired. It's possible to string a series of slow motion jumps back to back if you wish. Use this slowed time to dodge bullets and other kinds of attacks while unloading on the enemy. Use this whenever rounding a new corner, when what lies ahead is unknown or suspicious.

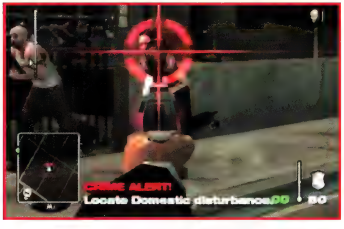
While driving, press and hold the Fire Button to enter Precision Aim. The slow motion effect last about as long as it does when you enter Precision Aim when outside a vehicle. The tricky part is aiming the reticule while steering the vehicle. For example, if you aim left the car will begin turning left, however, the turning movement of the vehicle is lessened since everything except the reticule is affected by the slowing of time.

When not using the slow motion (simply tapping on the Fire button), Nick only takes aim at nearby criminals or their vehicles. Be careful when shooting and watch out for innocents between Nick and his target. If the perp tries to pull Nick out of the vehicle, back up and continue shooting until the criminal drops.

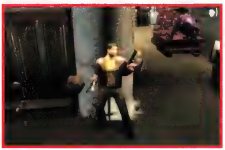
Once you earn the second Firing Range Upgrade "Aim Assistance," the drive-by targeting reticle identifies neutralizing and deadly areas of the target (vehicles included).

GUNPLAY

You should always try to bring in suspects without resorting to bloodshed, but sometimes using lethal force is unavoidable. Nick begins with twin 38's with unlimited ammo. Upgrade these guns by engaging in the Bonus Cruisin' Gun Course challenges.



DUCK & COVER ATTACK



Hold the Kick Button while pressed up against an object to back up against it. Hold the Kick Button while pressing the Fire Button to pivot out from around the object. Keep pressing the Fire Button to shoot (or hold it for automatic guns) while continuing to hold the Kick Button. Let go of the Fire Button and Nick backs against protective cover. While pressed up against a wall, notice the direction of Nick's head before he pivots out. This determines the direction in which he pivots.

KICKING UP WEAPONS

When they are defeated or have been downed by a Grapple attack, enemies drop their firearms, knives, bottles, swords and the like. Kick up these weapons by standing over them and pressing the grapple Button. Watch the amount of ammo remaining on the display near your health display in the top left corner of the screen. Don't jump into a fire-fight when ammo is low. The time it takes to throw the guns away and pull out the revolvers could be the exact amount of time it takes to pound a nail in Nick's coffin.

TAKING HOSTAGES

With guns drawn, walk up to a suspect and grab him or her using the Grapple Button. Nick turns the suspect around and holds them with his arm wrapped around their neck. Unfortunately, this does not stop criminals from opening fire on him, even if they are affiliated with the hostage! Once you have the human shield you can slowly walk around and shoot at other suspects. The human shield will catch the bullets and keep Nick from harm until the hostage falls dead. Press the Grapple Button with a hostage in Nick's arms to pistol whip the hostage.

VEHICLES

Any vehicle you see is fair game for commandeering (or carjacking if Nick gets suspended). Walk up to the vehicle and confiscate it by pressing the Commandeer Button. If the car looks fast, it probably is. If the car looks like a clunker, that's pretty much what you can expect. Different areas of town boast better vehicles. Finishing all three Street Race challenges in Bonus Cruisin' provides access to the best cars on the road.

STOPPING CARS: TIRES & GAS TANK TARGETING

When attempting to destroy a car—while in or out of a vehicle—using Precision Aim is the way to go! With time slowed in Precision Aim, take aim for the tires to cripple the vehicle, or go for the "straight-to-the-junkyard-move" and aim for the gas tank! Shoot for the sweet spot on the back bumper just below the license plate. The bullet can penetrate the bumper and enter the gas tank. (After unlocking the ninth Gun Challenge Upgrade, Hollow Point, the chances of hitting the gas tank increase dramatically.) When a gas tank is hit, the car explodes and tumbles trunk over hood—usually killing the motorists inside. When you earn the 2nd Gun Challenge upgrade (Aim Assistance) the reticule turns red when the gas tank is targeted. The reticule turns green when the tires are targeted (the vehicular equivalence to a neutralizing shot).

BAIL OUT

If the car you're driving is on the verge of blowing up, get out! If you are driving at a high rate of speed and you need to get out, don't wait to slow down; press the Commandeer Button and Nick bails out of the vehicle as it speeds down the road. He may take a little damage from the bail, but it's better than the certain death from remaining in the burning vehicle.

BONUS VEHICLES

Completing the three Special Bonus Cruisin' Street Race challenges allows Nick to jump into any one of these convertible hotrods whenever he visits an Parking Garage.

'66 CLASSIC CAR

The is default car is average, but leans more on the side of being a clunker. Most any vehicle driving on the Streets of Los Angeles is equal to or has better handling and top speed. However, in the beginning of the game, this is the only vehicle with a siren—unless Nick "borrows" a police car. The siren comes in handy when slicing through traffic or busting fearful criminals on the street.

'69 MUSCLE CAR

CAR SPECS		
0 TO 60MPH	TOP SPEED	HORSEPOWER
7 sec	140 mph	350 hp

Finish the first Street Race in Bonus Cruisin' to add this gem to all of the Parking Garages around town. This hotrod has some real get-up-and-go

'01 ROADSTER CAR

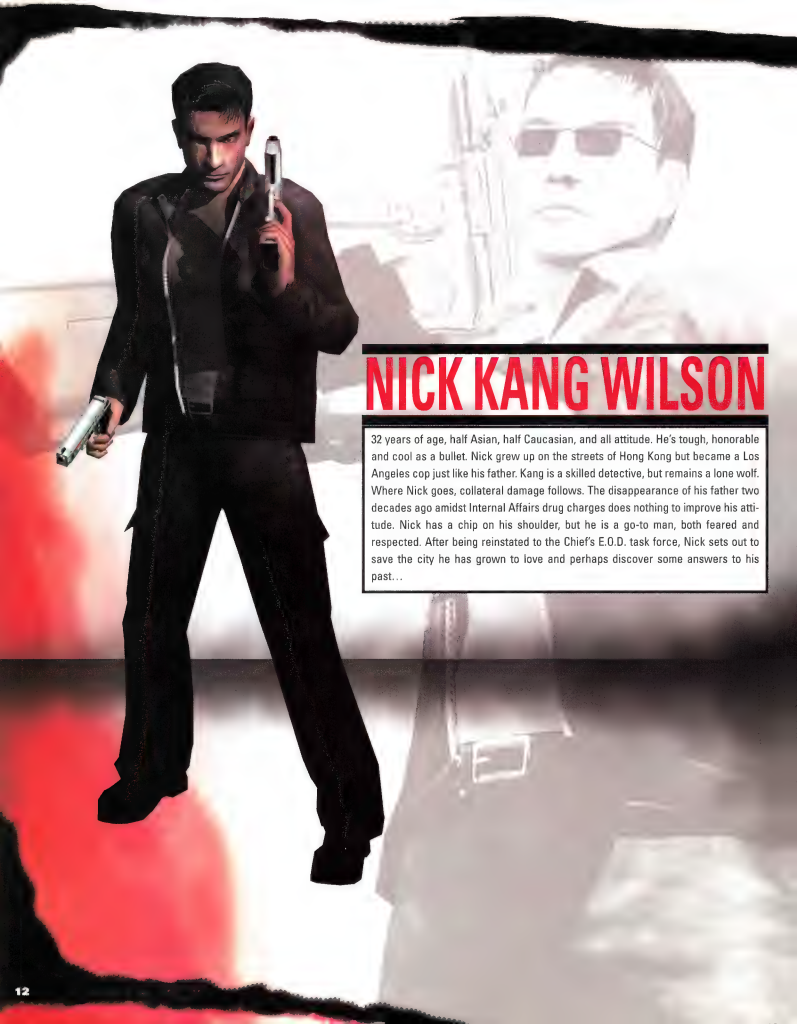
CAR SPECS		
0 TO 60MPH	TOP SPEED	HORSEPOWER
4.5 sec	180 mph	400 hp

This car is fast, fast, fast. It's so quick that you may find the dips and slopes in the road that you've always driven over now launching you into the air!

'03 SPORTS CAR

CAR SPECS		
0 TO 60MPH	TOP SPEED	HORSEPOWER
4 sec	177 mph	450 hp

The ultimate in driving machines! Complete all three Street Race challenges in Bonus Cruisin' to unlock a sleek, yellow, dream machine. This car handles top speeds better than the Roadster, making it a smart choice when you've got the need for speed.



NICK KANG WILSON

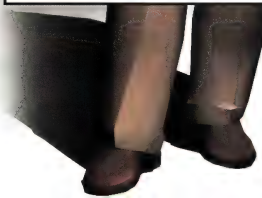
32 years of age, half Asian, half Caucasian, and all attitude. He's tough, honorable and cool as a bullet. Nick grew up on the streets of Hong Kong but became a Los Angeles cop just like his father. Kang is a skilled detective, but remains a lone wolf. Where Nick goes, collateral damage follows. The disappearance of his father two decades ago amidst Internal Affairs drug charges does nothing to improve his attitude. Nick has a chip on his shoulder, but he is a go-to man, both feared and respected. After being reinstated to the Chief's E.O.D. task force, Nick sets out to save the city he has grown to love and perhaps discover some answers to his past…

ROSIE VELASCO

Sugar and Spice and everything nice? Heck no! Not with this potty-mouth, sassy, hot-blooded Latin woman. Rosie used to run around in the gangs on the streets of East Los Angeles, but after her sister was gunned down right before her eyes, she decided to change her life. The first step was college, then a complete 180° and into law enforcement. Rosie is ready to fight for what's good and right. She plays it by the book, and whenever her counterpart Nick Kang doesn't, she is not afraid to bust his chops. Rosie knows her stuff, both on and off the streets. She is armed with a wealth of knowledge, computer skills and a ton of desire. Rosie is always ready with a perceptive piece of advice, or when necessary a quick nip at Nick's ego. She loves her new job and she will not let anyone jeopardize it, especially Nick.

THE CHIEF

Chief of Detectives Wanda Parks is tough, but fair. It's no surprise to anyone when Wanda gets to run the newly established E.O.D. task force. She has a soft spot for Nick because she knows about his past, and she also knows that he gets the job done better than anyone. She's a self-made woman in a man's world who doesn't tolerate any crap. Nobody messes with her, not even the Feds.



SPECIAL AGENT IN CHARGE JEREMY MASTERSON

Special Agent Masterson was chasing Rocky and the Chinese Triad when his path crossed Nick's. Masterson doesn't like the idea of working with the E.O.D., especially with a loose cannon like Nick, but he realizes the benefits of utilizing Nick's street smarts to obtain what he's after. Masterson knows the nature of Rocky's criminal scheme, but keeps the information from the E.O.D. crew.

RAFFERTY

Lt. Don Rafferty, 58, used to work with Nick's father at the Hollywood PD. Rafferty is an old school cop who knows the secret workings of L.A.'s underbelly like the back of his hand. But don't let his nice guy image fool you. It is rumored Rafferty is really a rogue cop, and he knows more about the fate of Nick's father than he lets on.

ROCKY

Rasputin Kuznetsov a.k.a. "Rocky", 48, is a cruel and determined ex-KGB spy who will stop at nothing to build his criminal empire in the city of angels. Having spent his first two decades in America selling drugs and trading arms, he ultimately hooks up with a Cold War-era ally along with an L.A. Triad to help him pull off the biggest caper of his career. Being a former spy, Rocky is a master deceiver, who has no allegiances to anyone but himself. He is the most dangerous of all of Nick's foes and may hold the key to the secret of Nick's father's disappearance.

ANCIENT WU

Ancient Wu is the mysterious patriarch of L.A.'s oldest criminal Triad, so mysterious in fact, that his very existence remains in question. Rumor has it that Wu is a direct descendant of Genghis Khan—a wizened master of ancient Chinese magic and fighting skills. Wu governs his organization in the "honorable" ways of the old world and quickly realizes his mistake entering into a pact with Rocky. Can he use Nick to get out of the Russian mess?

BIG CHONG

Chong is the latest in Wu's long line of enforcers, running the street operations of the Triad. Chong loves the girlies, and the girlies love his fat belly and his fat bankroll. It is Chong's greed and lack of better judgment that got Wu into the pact with Rocky.

WEAPONS

There are two main categories of weapons: Nick's default pistols and enemy weapons. The following lists cover all the weapons in the game, and their stats.

Nick begins the game with twin .38's. The only way to earn new pistols is by solving the Gun Course challenges in Mission X "Bonus Cruisin'." The sooner the .50 Pistols are earned, the better. Nick's guns never run out of ammo, but he must pause to reload. Enemy weapons in use that runs out of ammo are discarded, and Nick automatically pulls out his default guns.

NICK'S GUNS

Upgrade #	Default
Caliber	.38
Damage Pts	34 – 17
Ammo Count	6
Fire Rate	3/sec (semi)
Dimensions	280mm 1.5 lb

Upgrade #	2
Caliber	0.45
Damage Pts	38 – 19
Ammo Count	10
Fire Rate	5/sec (semi)
Dimensions	8.5" 2.38 lb

Upgrade #	1
Caliber	0.41
Damage Pts	36 – 18
Ammo Count	8
Fire Rate	4/sec (semi)
Dimensions	6.5" 4 lb

Upgrade #	3
Caliber	.50
Damage Pts	40 – 20
Ammo Count	12
Fire Rate	6/sec (semi)
Dimensions	10.75" 5.62 lb

ENEMY WEAPONS

PISTOLS

Caliber	.45
Damage Pts	38 – 19
Ammo Count	9
Fire Rate	4/sec (semi)
Dimensions	7 7/8" 2.124 lb

Caliber	.50
Damage Pts	40 – 10
Ammo Count	6
Fire Rate	2/sec (semi)
Dimensions	18" 5.13 lb

Caliber	.45
Damage Pts	38 – 19
Ammo Count	8
Fire Rate	6/sec (semi)
Dimensions	9.45" Long 5.90" Tall, 2.38 lb

Caliber	.44
Damage Pts	36 – 18
Ammo Count	7
Fire Rate	5/sec (semi)
Dimensions	Unknown

SUB-MACHINE GUNS

Caliber	5.56mm/.21
Damage Pts	20 – 5
Ammo Count	30
Fire Rate	12/sec (auto)
Dimensions	29.8" Long, 11.4" Tall 8.3 lb

Caliber	5.56mm/.21
Damage Pts	20 – 5
Ammo Count	30
Fire Rate	12/sec (auto)
Dimensions	29.8" Long, 11.4" Tall 8.3 lb

Caliber	9mm/.35
Damage Pts	30 – 8
Ammo Count	30
Fire Rate	6/sec (auto)
Dimensions	12.6" Long, 3 lb

Caliber	.45
Damage Pts	38 – 10
Ammo Count	32
Fire Rate	8/sec (auto)
Dimensions	9.45" Long, 5 lb

MACHINE GUNS

Caliber	7.62mm/.30
Damage Pts	26 – 13
Ammo Count	30
Fire Rate	8/sec (auto)
Dimensions	34.2" Long, 10.47 lb

Caliber	5.56mm/.21
Damage Pts	20 – 10
Ammo Count	32
Fire Rate	10/sec (auto)
Dimensions	28.5" Long, 7.5 lb

Caliber	5.56mm/.21
Damage Pts	20 – 10
Ammo Count	30
Fire Rate	12/sec (auto)
Dimensions	33.5" Long, 6.94 lb

Caliber	7.62mm/.30
Damage Pts	26 – 13
Ammo Count	30
Fire Rate	6/sec (3-rnd semi)
Dimensions	39.3" Long, 12 lb

SHOT GUNS

Caliber	12-Gauge
Damage Pts	40 – 10
Ammo Count	7
Fire Rate	2/sec (semi)
Dimensions	34.8" Long, 8.36 lb

Caliber	12-Gauge
Damage Pts	40 – 5
Ammo Count	8
Fire Rate	2/sec (semi)
Dimensions	41" Long, 9.8 lb

Caliber	12-Gauge
Damage Pts	40 – 2
Ammo Count	10
Fire Rate	3/sec (semi)
Dimensions	33" Long, 10 lb

Caliber	12-Gauge
Damage Pts	60 – 2
Ammo Count	6
Fire Rate	1/sec (w/reload)
Dimensions	Unknown

GRENADE LAUNCHER

Caliber	30mm explosive shells
Damage Pts	75 – 35
Ammo Count	6
Fire Rate	2/sec (semi)
Dimensions	556mm, 9 kg

HAND WEAPONS

AXE

BROKEN BOTTLE

CLEAVER

KNIFE

LEAD PIPE

MACHETE

NIGHTSTICK

PIPE WRENCH

RIDING CROP

SAI

SYRINGE

TASER

WOOD BOARD

EPISODE 1
TRIAD VIOLENCE
MISSION 1
SHOOTING PRACTICE

SHOOTOUT

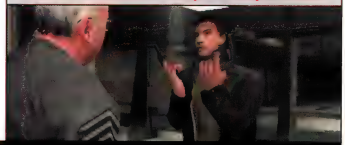
OBJECTIVE

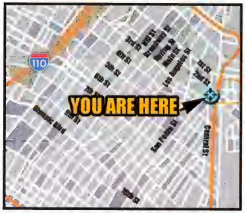
Shoot 10 Targets

COMPLETION RESULTS

Mission Unsolved: Enter Mission 2 "Rushing to E.O.D." through the alternate intro.

Mission Solved: Enter Mission 2 "Rushing to E.O.D." through the normal intro.





Face the paper targets and rapidly press the Fire Button to shoot the dual pistols. The .38 revolvers have 6 bullets per magazine and fire 3 shots per second. Use either the manual or automatic aim to take out the targets.

To get through the challenge quickly and easily, use the auto-targeting feature. Notice the automatic targeting reticule moves slower than may be desired. This is the drawback to using automatic aiming. Unlocking the 24/7 Location Upgrade #4 shooting challenge shortens the lag time.

The key to destroying all the targets is managing reload time. Fire only the amount of bullets necessary to annihilate the target. Reload while waiting for more targets to drop from the ceiling. Don't waste bullets when the reticule is not on the target—the reticule lags behind moving targets. Bullets trail behind the moving target in auto-targeting mode, so shoot the targets when they stop. It's much easier to hit moving targets with Precision Aiming. Your performance in this challenge influences Chief of Detectives Wanda Parks' comment as she enters the room in the next mission.

PRECISION AIM & RELOADING

To enter manual targeting, press and hold the Fire Button. After acquiring a target, tap the Fire Button to shoot. Time is temporarily slowed while in first person aiming view. To exit this view before having to reload, press the Grapple Button. Pressing Reload is yet another way to exit this view, but it's a bad habit to get into; if you press the Reload Button when holding guns other than the default guns, those guns are discarded.

MISSION 2
RUSHING TO E.O.D.

TIMED DRIVING

OBJECTIVE
Race to Chief's Office

COMPLETION RESULTS
Mission Unsolved: Enter Mission 3 "Driving for Chow" through the alternate intro.
Mission Solved: Enter Mission 3 "Driving for Chow" through the normal intro.

Regardless of the outcome of shooting practice, the chief takes Nick off of suspension and moves him to the Elite Operations Division (E.O.D.) where his skills and connections can be best applied to taking down the Triads.

3 BADGES
You begin the game with 3 Badges. These are used to gain entry into the 24/7 upgrade locations. If you become a Bad Cop by killing civilians, Reward Points are deducted from the total. Losses of Reward Points eventually lead to the loss of Badges. Since 100 Reward Points equal 1 Badge, the first Reward Point lost takes the third Badge; be careful, they aren't easy to earn back.

Driving through the green marker in front of the E.O.D. on Broadway and 7th ends the mission. Failure to reach the marker in time results in the mission status remaining "Unsolved." The Chief's remarks in the beginning of Mission 3 reflect the result of this driving challenge.

You have 1 minute and 28 seconds to enter the brown convertible, get used to driving and reach the E.O.D.. The Ballistics range is located on Olive Street. The car faces north and the E.O.D. is to the south. Perform a U-turn and drive towards the green triangle located on the Mini-Map.

YOU'RE ON DUTY
Completing either Shooting Practice or Rushing to E.O.D. successfully results in a 50 Reward Point Bonus. Successfully completing both Missions means 100 Reward Points!

MISSION 3
DRIVING FOR CHOW

DESTINATION DRIVING

OBJECTIVE

Drive To Restaurant — **Solve Street Crime (Optional)**

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: Enter Mission 4 "Triad Muscle."

After the feigning introductions between Nick and his partner, Rosie, the Chief sets a lunch meeting for the two new partners. As Nick leaves the E.O.D., the Chief gives him his badge back.

The mission is simple: drive to the China Bistro. There is no time limit, so use the free time to cruise around and get used to the controls while solving some random street crimes. Avoid civilian deaths so the outing doesn't become counterproductive. The more Badges earned, the more chances at the 24/7 upgrade locations.

Use any earned Badges to enter the nearest Dojo, Driving Course, or Gun Range to attempt a skill upgrade. See the 24/7 Upgrades section of this guide for locations and challenge strategies.

RANDOM FRISKING

Occasionally, performing random body searches can result in easy arrests. Walk up to a civilian and press Grapple/Frisk Button to perform a search. If nothing comes up, no harm is done. If something is found, then you've scored an easy arrest and bonus Reward Points.

After bettering both Nick and the city, follow the green triangle to the China Bistro on the corner of Flower and 3rd. Drive through the green marker, exit the car and enter the Bistro. The entrance is marked by a large green triangle.

MISSION 4
TRIAD MUSCLE

HAND-TO-HAND

OBJECTIVE

Fight Triad Thug

COMPLETION RESULTS

Mission Unsolved: Enter Mission 5 "Finale: Rosie Trouble" through the alternate intro.

Mission Solved: Enter Mission 5 "Finale: Rosie Trouble" through the normal intro.

This mission introduces the hand-to-hand combat side of *True Crime*. Although many special fighting upgrades remain locked at this time, Nick still has a fair amount of tricks up his sleeve (and it's not a gun, as firearms are disabled during hand-to-hand challenges).

BEATING THE AI

Enemies learn the moves you perform and block them, so try to use as many different combinations as possible and keep the AI guessing.

Use a grapple attack to toss the enemy on the floor (more grapple finishing moves are available through Bonus Cruisin' Combat Trial upgrade locations). Once the thug is whipped, the mission ends successfully. The result of the fight decides the outcome of the intro to the following mission. Once a mission is solved, the alternate introduction becomes available before replays of the mission.

Notice the 4 exclamation points at the top right corner of the screen. Each time the thug is hit, one exclamation point darkens. When four exclamation points have dimmed and begin to blink, the thug becomes temporarily stunned. This is the chance to unleash a special finishing move. You must attack quickly or the exclamation points brighten as the thug regains consciousness.

MISSION 5
FINALE: ROSIE TROUBLE

SHOOTOUT

OBJECTIVE

Shoot Triad Thug

COMPLETION RESULTS

Mission Unsolved: Enter Crime Patrol, then Episode II Mission 1 "Cruising For Leads" through the alternate intro.

Mission Solved: Enter Bonus Cruisin', then Episode II Mission 1 "Cruising For Leads" through the normal intro.

The objective is simple: put enough lead in the thug to sink his ship. As the thug takes cover behind a car across the street, run diagonally and keep him in the crosshairs while rapidly firing and approaching his hiding spot. Duck behind the car to reload. Run around the side of the car towards the thug to finish him.

Precision Aiming is an option here as well. Squeeze off a few slow motion, manually aimed rounds while aiming for the thug's melon. Don't stand in one place for too long or some of the thug's bullets may find their mark. Shoot a few rounds, reload, then get into position to take a few more aimed shots.

If the thug sends Nick to an early grave, then Mission X, Crime Patrol will be on the agenda. This means typical cop work must be done before getting back on the case. However, clearing the mission leads to Mission X, Bonus Cruisin'. Bonus Cruisin' allows you to join in challenges where Bonus Upgrades can be unlocked!

MISSION X
BONUS CRUISIN'

BONUS UPGRADES

OBJECTIVE

Solve Street Crimes (Optional)

Drive to Bonus Destination

Win Street Race or…

Reach End of Bonus Gun Challenge or…

Defeat Master Chop Tao

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: N/A - Enter Episode 2 Mission 1 "Cruising For Leads." II

All but three Episodes, including alternate Episodes, contain Bonus Cruisin' missions that are accessed by solving all the missions in an Episode. After completing the Episode's Finale, Mission X Bonus Cruisin' becomes an option on the post mission menu. Do not pass on this opportunity to upgrade! Bonus Cruisin' does not appear as a selectable mission upon completion, hence the name "Mission X." If you fail the Finale or have just one unsolved mission in the Episode, you enter Mission X Crime Patrol, which is a less glamorous job. No special upgrades can be earned in Crime Patrol.

The mission begins in Venice on Main St and Sunset Ave. The green icons on the Mini-Map signify special upgrade challenge areas. The Street Race is located on Main and Ocean Park Blvd. The Gun Course is on Lincoln Blvd and Ozone Ave. The Combat Trial is on Abbot Kinney Blvd near California Blvd. The Bonus Cruisin' mission ends upon completion of one of these challenges, win or lose. It's possible to build up Reward Points and Badges by solving street crimes, but do so before entering a bonus challenge.

SPECIAL UPGRADE GUIDE

Since the Special Upgrades for fighting and shooting remain the same in all Bonus Cruisin' missions, the tips for these challenges have been placed in their own chapter, known as "The Upgrade Guide." However, street races in each Bonus Cruisin' mission are unique and these are covered in the walkthrough as they are reached.

BONUS CRUISIN' STREET RACE

Upgrade B1: '69 Muscle Car

To begin the Street Race challenge for the '69 Muscle Car, drive north down Main St until reaching the green marker near Ocean Park Blvd. Drive-by shooting is disabled in these races.

There is 1 minute and 58 seconds to reach the goal, so even if the competition is not too tough, you must beat the clock. The finish line (circle) is located at the intersection of Pico Blvd and Lincoln Blvd. The competitors take side streets and turns in between the starting position and the finish line in attempts to shorten the distance. However, you can easily win the race by remaining on Main St, turning left on Pico Blvd, and speeding to the intersection of Lincoln Blvd.Win the race and the '69 Muscle Car becomes available from any of the Parking Garages around town.

MISSION X
CRIME PATROL

RANDOM CRIMES

OBJECTIVE

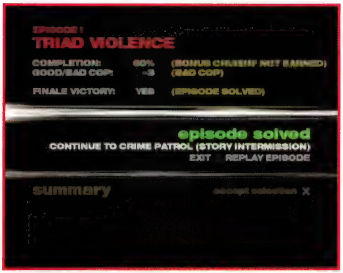
Solve The Number Of Crimes Specified

COMPLETION RESULTS

Mission Unsolved: N/A - Nick is stuck on the beat until solving the allotted number of crimes.

Mission Solved: N/A - Enter Episode II

Progressing past Finale "Rosie Trouble" with at least one unsolved case leads to Mission X, Crime Patrol. Solve the indicated amount of random street crimes to make it to Episode II. To make things right, head back to the old missions and solve them, then enter Mission X, to access a Bonus Cruisin' mission.



EPISODE II
MEAN STREETS
MISSION 1
CRUISING FOR LEADS

DESTINATION DRIVING

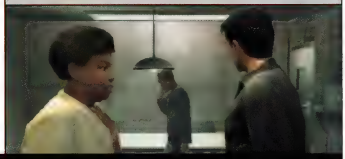
OBJECTIVE

Drive to Cary's Dojo — Solve Street Crimes (Optional)

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: Enter Mission 2 "Dojo Attacker."



When you're done cleaning the filth from the streets, head to the green Dojo on San Pedro and 4th St to solve the mission.

TIME TO KILL

When given the opportunity to solve random street crime without failing an objective, do so. When in missions such as this one—not a time challenge—visit the 24/7 locations. The upgrades that can be unlocked are worth receiving as early as possible.

MISSION 2
DOJO ATTACKER

HAND-TO-HAND

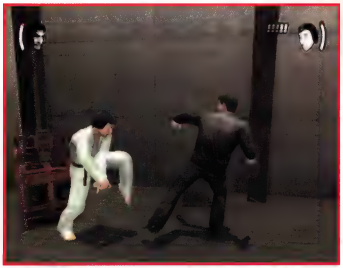
OBJECTIVE

Fight Attacker

COMPLETION RESULTS

Mission Unsolved: Lose 50 Cop Points, then enter Mission 3 "Red Lantern Rush"

Mission Solved: Enter Mission 3 "Red Lantern Rush."



Cary, the attacker here, has 5 exclamation points of health. If you've had a chance to unlock the Running Attack moves from the 24/7 Dojo challenge then you're one up on him. Cary is a first-rate fighter but he tends to fall for the low kick, punch combo. Pulling off finishing moves while the opponent is stunned causes loads of damage. Repeat the low kick and punch combinations and the finishing moves until Nick's younger brother has had enough.

MISSION 3
RED LANTERN RUSH

TIMED DRIVING

OBJECTIVE

Race To The Red Lantern Bar

COMPLETION RESULTS

Mission Unsolved: Enter Mission 4 "(Alt) The Arsonist."

Mission Solved: Enter Mission 4 "Bar Brawl."

You have 58 seconds to jump into the car parked in front of Cary's Dojo and speed through the city streets to reach the Red Lantern Bar on Hill and Temple. Follow the illustration on the map for a quick route to the destination. There's no time for random street crime or upgrading at 24/7 locations!

EPISODE I II III IV V VI VII VIII

MISSION 4
BAR BRAWL

HAND-TO-HAND

OBJECTIVE

Fight Feng

COMPLETION RESULTS

Mission Unsolved: Enter Mission 6 "Driving to Jimmy's" through the alternate intro.
Mission Solved: Enter Mission 5 "Chasing Triad Thug."

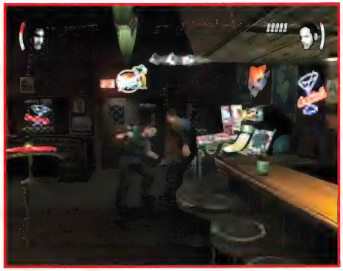
Feng has a host of grapples in his skill set, 5 exclamation points to work through for a stun, plus he blocks well. Not only is Feng an adequate fighter but he's also armed with a switchblade! This fight is unfair, as it stands.

Disarming Feng is the first priority. This lessens the damage taken in the fight, and, with the use of the knife, increases Nick's attack damage. To disarm Feng, get him in a grapple and throw him down. When he hits the floor, he drops the knife. Stand over the knife, kick it up and catch it. Do this before Feng gets back to his feet. Punch attacks become swings of the switchblade, which causes more damage than fists alone.

It's still possible to win without the knife. String high, mid, and low attacks together and alternate the pattern to land enough hits to stun Feng. Getting in a strong finishing blow is the key to quickly depleting his health.

Break free from Feng's grappling by rapidly pressing buttons during the pause that occurs between the grasp and throw. He's obviously been to Master Chop Tao's class, as he is versed in the Whirlwind Throw!

There's cool breakable stuff in the bar: tables, jukebox, arcade games, and pinball machines. Add to the devastation of the bar—the owner will love it.



ALTERNATE

MISSION 4 THE ARSONIST

MISSION

CAR CHASE

OBJECTIVE

Capture Feng

COMPLETION RESULTS

Mission Unsolved: Enter Mission 6 "Driving to Jimmy's" through the alternate intro.

Mission Solved: Enter Mission 6 "Driving to Jimmy's" through the normal intro.

In this mission, Feng must be caught and arrested. This means a tight car pursuit and shooting up his car.

Follow the red blip on the Mini-Map as it illustrates Feng's location. Feng won't go down without a fight. He fires back, so watch the damage done to your car. Early in the chase, ride to the left or right side of the road to avoid the ramp in the middle; rolling up the ramp with one side of the car causes a flip and most likely a failed mission.

Allowing Feng to get too far away during the chase results in an unsolved mission. Catch up to and defeat Feng to enter Mission 6 with the normal intro.

EPISODE I II III IV V VI VII VIII

MISSION 5
CHASING TRIAD THUG

ON-FOOT CHASE

OBJECTIVE

Capture The Thug

COMPLETION RESULTS

Mission Unsolved: Enter Mission 6 "Driving To Jimmy's" through the alternate intro.

Mission Solved: Enter Mission 6 "Driving To Jimmy's" through the normal intro.

As soon as you have control of Nick, run after Feng who has about a block headstart. Don't bother with entering a car, he's easily caught on foot. The mission ends in success when he's face down on the street. Straying too far from Feng—if the red locator blip leaves the Mini-Map—results in his escape.

MISSION 6
DRIVING TO JIMMY'S

DESTINATION DRIVING

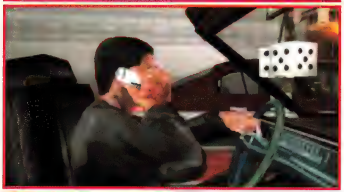
OBJECTIVE

Drive To Dynasty Imports — **Solve Street Crime (Optional)**

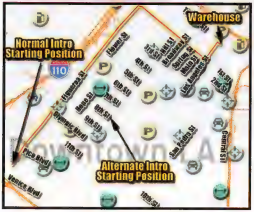
COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: Enter Mission 7 "Sneaking In."



Jimmy gets fingered no matter the outcome of the previous mission. It's now time to find Jimmy Fu. If you viewed the normal intro, the mission begins just south of the Staples Center on Figueroa between Venice and Pico Blvd.



If you watched the alternate intro, the mission picks up in a car heading northwest on 8th near Hill St.

Use this opportunity to solve street crimes and visit 24/7 locations. Improvements to firing and fighting skills should take priority over enhancing driving skills. When you're ready, follow the green blip on the radar to the warehouse on Temple and Los Angeles. Enter Dynasty Imports to end the mission.

MISSION 7
SNEAKING IN

STEALTH

OBJECTIVE

Infiltrate the Imports Warehouse

COMPLETION RESULTS

Mission Unsolved: Enter Crime Patrol then Episode III Mission 1 "Off to Chong's" through the alternate intro.

Mission Solved: Enter Mission 8 "Jimmy's Ambush."

Do not try to pass the guards; instead, sneak up behind them and Judo Chop them (Punch Button). This is a Good Cop attack and does not hurt your Good/Bad meter. The alternative is to break their necks (Grapple Button); this is a Bad Cop move and hurts your Good/Bad meter. Use the Kick Button to kneel down or back up against vertical objects. When backed up against a wall, column, or crate, edge up to the corner and move the camera around to get a better view of any guards.

Being spotted is the only way to fail this mission. When a guard is alerted, his face appears in the top right corner of the screen. The Spook meter is illustrated by three question marks next to the face icon. If all three question marks light up, the mission is failed and it's off to Crime Patrol.

GOOD COP

Using the Judo Chop to subdue the guards in the warehouse is the only thing that reduces Bad Cop points. Using the tranquilizer has no effect on the Good/Bad Cop Meter.

FIRST GUARD

The first guard is easily overcome since he never turns around. After taking him down, back up against the following pillar and peek around it to the left.

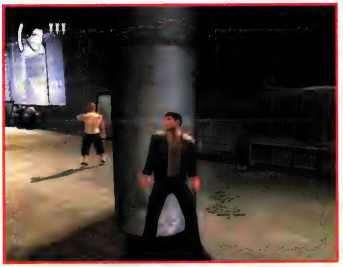
SECOND GUARD

Wait for the second guard to stop and smoke a cigarette. As soon as he walks away, whip around the column and eliminate him. Tapping the Grapple Button during the approach allows you to act as quickly as possible, but also hurts your Good/Bad Meter.

THIRD GUARD

Hug the following pillar and look around the right side and down the hall, then run up to the next column. Notice the broken glass on the floor to the right of the column. Stepping on the glass makes enough noise to alert the guard. Approach the guard from the left side of the column to avoid a stroll through the glass.

Subdue the guard, then run to the following column and wait. Use a tranquilizer round on the guard. Press the Fire Button to draw and shoot. Its range is poor, so get close before trying anything. Additionally, this weapon lacks auto targeting and Precision Aiming. With only three rounds, it pays to take the time to aim properly.

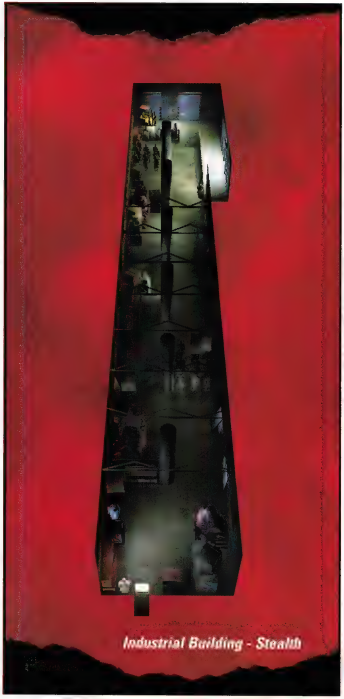


FOURTH GUARD

As the fourth guard walks away from Nick's hiding spot, run around the column and subdue him as he faces the left wall.

FINAL GUARD

Walk to the end of the warehouse and creep up the loading ramp. Turn right and walk along the narrow walkway towards the doorway to the left. A guard appears as Nick approaches the doorway. He spots Nick, but going in for the Judo Chop quickly should take him by surprise, and before all the question marks light up. The doorway leads into the warehouse and entering it solves this mission.



MISSION 8
JIMMY'S AMBUSH

SHOOTOUT

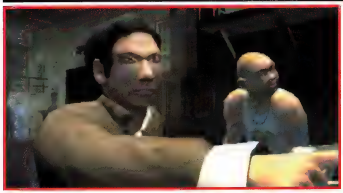
OBJECTIVE

Shoot Jimmy's Crew

COMPLETION RESULTS

Mission Unsolved: Enter Crime Patrol, then Episode III Mission 1 "Off to Chong's" through the alternate intro.

Mission Solved: Enter Mission 9 "Finale: Sniper Assassin."



As soon as the warehouse war begins, run to the nearest column for cover. Back up against it and slide to the outer end of the column. Listen for a pause in the shooting, then hold the Kick Button and press the Fire Button to whip around the column and shoot one of the two thugs.

The large cabinet to the left of the column takes a beating, but it is safe behind it. Once small holes are blown in the back of it, it's possible to use auto aim through the holes to take out the enemies on the other side. Be careful, sometimes the enemies can get a lucky shot through the hole as well!

Approach the final resting spot of the first two guards while watching out for a third that appears from behind the column. Use slow motion jumps to keep the assailant's shots to a minimum.

EXPLOSIVE CRATES!

Stay away from the stack of crates along the left wall between the first and second support columns. These crates are explosive, and bullets are enough to set them off.

While approaching the second column, a gunman on the balcony to the left appears and takes a crack at ol' Nick. Slow motion jump back and knock him down from his perch. For some firearm variety, pick up the weapons left behind by the two gentlemen.

Passing the second column, another thug runs in from between the crates to the right. Use a slow motion dive to eliminate him. With automatic weapons, hold the Fire Button to get a constant stream of fire.

A little further ahead, a guard enters the balcony on the right. Shoot him and he drops an automatic weapon. The damage per shot from it is not all that impressive, but the rate of fire is enough to compensate for that shortcoming. Watch the ammo levels that appear to the right of Nick's health. When the guns are emptied, he throws them down and pulls out his default pistols.

Approach the last column and shoot the thug who appears on the recessed floor from behind the cabinet to the right.

Press the Grapple Button while facing the Health Pack on the side of the column. This replenishes some lost health. For optimal cover, remain behind the column and the adjacent furniture for the remainder of the warehouse battle.

Back up against the column and whip around to shoot at the remaining thugs on the recessed floor. After taking down the floor-dwellers, the rest appear hurrying along the balcony on the back wall. Use the same tactics to finish off the last three assailants.

Industrial Building - Shootout

MISSION 9

FINALE: SNIPER ASSASSIN

PRECISION SHOOTING

OBJECTIVE

Shoot Sniper

COMPLETION RESULTS

Mission Unsolved: Enter Crime Patrol then Episode III Mission 1 "Off To Chong's" through the alternate intro.

Mission Solved: Enter Mission X Crime Patrol or Bonus Cruisin' followed by the normal intro for Episode III Mission 1 "Off To Chong's."

Run towards the windows and press the Kick Button to crouch below the panes. The Assassin runs along the rooftop and stops to fire. Soon after he fires, stand up and enter Precision Aiming mode and pop off a few rounds at the sniper. Duck down and reload. Rise up after he fires again and continue the assault as the sniper begins to move. Keep this up until the sniper is no more. Don't worry about being killed by one shot, Nick has enough health to withstand three hits. This sniper's aim isn't all that—no one-hit-kills on his score card.

MISSION X
BONUS CRUISIN'

BONUS UPGRADES

OBJECTIVE

Drive to Bonus Destination — **Solve Street Crimes (Optional)**

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: N/A - Enter Episode III Mission 1 "Off to Chong's" through the normal intro.

The bonuses unlocked in Episode II Bonus Cruisin' depend entirely on which bonus upgrades have been unlocked previously. If you have unlocked a B1 upgrade in one category, that category challenge becomes a B2 Challenge.

Bonus Cruisin' begins in the Westwood area on Wilshire Blvd near the 405. This is close to the Veteran Ave graveyard north of Wilshire—check it out. The Bonus Combat Trial is located to the west of the starting position on Ohio Ave near Barrington Ave. The Bonus Gun Range is located east of the starting position on Wilshire between Selby Ave and Manning Avenue. The Street Races in each Episode change dramatically since the start and finish lines are always in different areas of Los Angeles.

On the way to the street race, there is a slight (about 10% of the time) chance to get a call about Video Game activists rioting on Veteran Ave. Stop by the protest and begin breaking up the rally by entering Precision Aim and firing out of the vehicle. The activists rush the vehicle when the shooting begins, and they try to pull Nick out of the car. This is not a bad thing; use more slow motion to shoot every one of them while they are gathered around. Just remember to keep your tongue firmly planted in your cheek when performing violent acts in video games. It helps with your aim. Honestly.

EPISODE I II III IV V VI VII VIII

BONUS CRUISIN' STREET RACE

Drive through the green marker on Westwood Blvd and Little Santa Monica St to begin the Street Race. No matter what bonus upgrade vehicle you're shooting for in this mission, the course remains the same. When the countdown begins, Nick faces northeast on Little Santa Monica St.

DEFAULT RACING

The following course allows you to beat level B2 competitors with the default '68 Classic Car.

While the competitors turn off of Little Santa Monica, remain on Santa Monica until reaching Fox Hills Dr—where the finish line is located.

While the competition weaves in and out of narrow lanes of traffic and slows down for turns in the residential area to the south, you're cruising down Little Santa Monica passing every one of them. See the route indicated on the map and notice the street names to the south of Santa Monica; these are the some of the streets they take to get to the Fox Hills finish. Turn right on Fox Hills and just gun it to the finish line to win—way ahead of the competition!

EPISODE III
INTERNATIONAL TIES
MISSION 1
OFF TO CHONG'S

DESTINATION DRIVING

OBJECTIVE

Drive To Chong's Residence **Solve Street Crimes (Optional)**

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: Enter Mission 2 "Tailing Chong's Limo."

Regardless of the intro viewed, Jimmy Fu spills the following: Big Chong and the urban street myth, Ancient Wu are somehow tied up in this whole mess.

This mission opens in West Hollywood on Melrose Ave and Fairfax Blvd. Chong's residence is in Hollywood Hills. Bust crime and visit the many 24/7 locations along the way. See the map for all the 24/7 locations in the area. Once you've had enough of the ordinary police work, head to Hollywood Hills to find Chong's Residence on Sunset Blvd and Larrabee St (follow the green triangle on the Mini-Map). Drive into the green marker to solve the mission.

MISSION 2

TAILING CHONG'S LIMO

CAR TAILING/PURSUIT

OBJECTIVE

Tail Chong's Limo

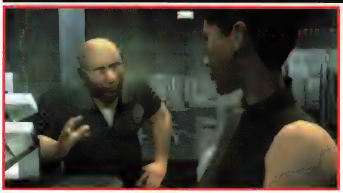
COMPLETION RESULTS

Mission Unsolved: Arrest the limo driver to enter Mission 4 "Driving to Spa" through the first alternate intro.

Lose the pursuit and you immediately enter Mission 4 "Driving to Spa" through the second alternate intro.

Both scenarios leave the mission unsolved.

Mission Solved: Follow the Limo to its destination to enter Mission 3 "A Stakeout Gone Bad."



This mission begins where the previous one left off—in front of Chong's place in the Hollywood Hills. Nick spies around the corner as he spots Chong's limo racing away. Tail the limo and don't allow it to slip off of the radar.

Try to keep the limo in view and do not allow the red marker to leave the Mini-Map. If the red marker stays off the screen for too long, the mission is failed. There is also a Tail Meter on the right side of the screen. When the needle drops to the bottom of the meter, and remains there too long, the tail is lost, resulting in a failed mission. When the needle enters red, you are too close to the limo.

There are 5 question marks next to the limo icon. When in the red, the limo driver becomes suspicious and one question mark lights up. A text message stating that you are too close also appears. Question marks do not dim once lit. They accumulate as the limo driver becomes aware of your presence. When all 5 question marks light, the driver is onto you and the mission changes objectives.

SAME MISSION, NEW OBJECTIVE

If the driver notices the tail, he won't drive to the original destination. Instead he runs and pursuit mode is engaged. Use Precision Aim to stop the limo, and aim for the gas tank or tires! Once the limo is destroyed, the driver exits, puts his hands up and the mission ends.

This is a failed ending but it unlocks the first alternate intro to Mission 4 "Driving to the Spa."

Be patient while tailing the limo, when it speeds off and leaves you behind it's no time to panic. The limo sometimes stops at red lights with the rest of the traffic. Sometimes it runs the light. Just hang back and have a doughnut while waiting for the pursuit to continue. If things go as they should and the limo is successfully followed down Sunset Blvd to the drop-off location just past Fairfax Blvd.

MISSION 3
A STAKEOUT GONE BAD

CAR ESCAPE

OBJECTIVE

Escape Attackers

COMPLETION RESULTS

Mission Unsolved: Enter Mission 5 "(Alt) Russkie Trouble" through the alternate intro.

Mission Solved: Enter Mission 4 "Driving To Spa" through the normal intro.

The objective is to escape. However, defeating the gunmen in the car is another option covered later.

Watch the icon in the top left corner of the screen to monitor car damage. Damage results from bullets and includes self-inflicted damage. If the vehicle is close to being destroyed, then commandeer another and continue fleeing.

Using the original vehicle means you must perform some fancy maneuvering to shake the goons—their vehicle can easily keep pace. Look at the map for a slippery maneuver to easily lose the Russians. As soon as you begin, look to the left side of the street for the lot with the breakable fence around it. This path between buildings is actually an alley. Turn sharply through the fence and head east to the next street, Orange Grove.

Take a left on Orange Grove and head for the hills, literally! Remain on Orange Grove Ave past Hollywood Blvd where Orange Grove turns into a *drive*. Continue north on Fareholm Dr, bust through the fence along the right sidewalk and continue north up the grassy hill.

Watch the red blip on the radar. If the Russians are still close, take the long way through the field. If they follow through the field, head back to the streets on the other side of the hill. Chances are, you lost them around Hollywood Blvd. Since they didn't drive through the alley earlier, they're forced to double-back on Fairfax and must play catch up. If you don't take the suggested route to easily lose the tail, just remember to weave in and out of traffic or dodge traffic on narrow one-way streets to try to force the pursuers into an accident. If you can get them held up somewhere, all you need is a fair amount of distance to beat the challenge.

GIVE THIS A TRY

At the start of the mission, whip the car around to get a view of the pursuers. Use Precision Shooting, first aiming for the Russian with the gun poking out of the sunroof and then the tires. Once their car is un-drivable—tires shot out and close to blowing up—the driver will surrender. The car remains as a red dot on the Mini-Map even though it has been destroyed. Take off down the street to get away from the car. When the red blip leaves the radar you have completed the mission. If you have the Special .50 Caliber Bonus revolvers, this strategy is much less risky.

MISSION 4
DRIVING TO SPA

DESTINATION DRIVING

OBJECTIVE

Drive To Russian Spa — **Solve Street Crimes (Optional)**

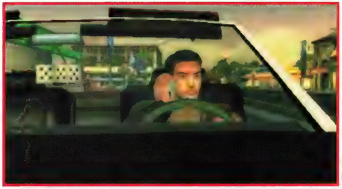
COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: Enter Mission 5 "Spa Infiltration."

The starting point for the mission depends on the intro viewed. The normal intro starts the mission on the edge of Hollywood on Melrose and Sycamore Ave. The first alternate intro puts Nick on foot on San Vicente Blvd around 3rd Street, with his car nearby. The second alternate intro begins on the road on Fairfax Blvd and Maryland Drive near the La Brea Tar Pits.

When you are through busting bad guys and frequenting the 24/7 upgrade locations, drive into the green marker outside the Russian Spa on Beverly Blvd between Vista and Martel Ave. Exit the car and enter the Spa through the door marked by a green triangle.



This mission is a simple one; follow the green arrow on the radar to Krym Spa to complete the mission. It's a great time to do as much street cleaning as you can stomach and head to the Driving Courses, Firing Ranges, or Dojos to unlock more upgrades.

MISSION 5
SPA INFILTRATION

STEALTH

OBJECTIVE

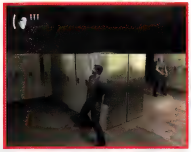
Sneak Into Russian Spa

COMPLETION RESULTS

Mission Unsolved: Enter Mission 5 "(Alt) Russkie Trouble."

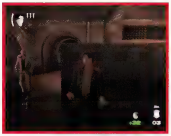
Mission Solved: Enter Mission 6 "Shower Room Antics."

With one stealth mission under your belt (Dynasty Imports) you should know the basics of sneaking, attacking quietly, and using the tranquilizer gun. The sedatives should only be used in sticky situations where there is no other way out.



Locker Room

The first two guards are behind some lockers. Press up against the end of the lockers and move the camera around until the guards are located. When the first guard turns towards the wall, run up and subdue him. Pull the same maneuver on the second locker room goon; subdue him as he faces the arched doorway to the chamber housing the individual steam rooms.



Steam Room Chamber

In order to maximize Cop Points, be sure to Judo Chop the waitress.

Krym Spa

Stop beside each stand-alone steam room and allow the occupant to exit. When the time is right, dispatch them with a Judo Chop or a broken neck. The male sex slave that exits the second stand-alone steam room looks like he's had a little too much fun in the steam room. The guy in the blue towel in the third steam room looks around more thoroughly than the others, so back up against the wall. Don't get too close to the outer edge. If he spots Nick, just spring from around the corner and take him out before his question marks light up. It is possible to rush past all these rooms and avoid detection, but it's hard to pass on all the easy Reward Points

Steam Generator Chamber

Access the last room through the small archway at the end of the stream room chamber. Enter the round chamber cautiously and have a look around. To the left and right are a few guys asleep on lounge chairs. The one on the right is on the lower floor closest to the steam generator. The third bather is further along the right wall. Avoid the pails, and don't bump into the occupied chairs; doing either thing awakens the lounging bathers. It's hard to get around their chairs to silence them; you must shoot them if they wake.

The easiest way to get through this room is to head right upon entering the room, then walk towards the sleeping bather on the lounge chair along the right wall. While approaching the lounge chairs, look to the center of the room behind the generator. Walk down into the recessed area around the generator and either shoot or strangle the smoking guard. Head up the stairs behind the guard and enter the dark tunnel—marked with a green triangle—to complete the mission.

Krym Spa - Top view

ALTERNATE

MISSION 5

RUSSKIE TROUBLE

MISSION

HAND-TO-HAND

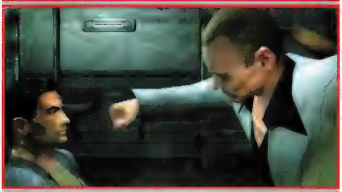
OBJECTIVE

Fight Russian Goons

COMPLETION RESULTS

Mission Unsolved: Enter Crime Patrol, then Alternate Episode IV Mission 1 "Con Girls."

Mission Solved: Enter Mission 7 "Finale: Crime Buddies."



To recover from previous mistakes (the only way to be in this mission is to have failed a previous one) you must stand up to a few Russian assailants. Just before the fight commences, the lead Russian inadvertently names another player in the investigation: he says that Big Chong is meeting with Rocky. Time to kick their butts!

In the shower room are four angry Russians, three of which can be stunned after beating the lights out of their exclamation points. The leader of the gang—the guy in the ponytail wearing a suit—has 5 exclamation points. These fighters try to cut in while you're fighting another and occasionally cancel finishing moves. If possible, single out the leader first, then work on the others. The bathroom has plenty of great objects to break. Move around during the fight to increase the amount of damage done.

Mix up attacks to keep the enemies guessing. Move behind each enemy after knocking him down and start punching him from behind as he stands. This is a cheap but effective way to get in another finishing move. If you have Ground Attack ability, take full advantage it during this scuffle.

EPISODE I II III IV V VI VII VIII

MISSION 6
SHOWER ROOM ANTICS

HAND-TO-HAND

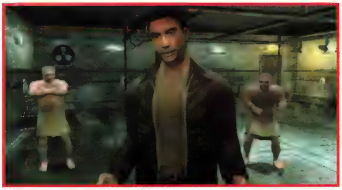
OBJECTIVE

Fight Bathers

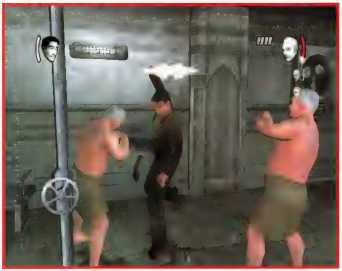
COMPLETION RESULTS

Mission Unsolved: Enter Crime Patrol, then Alternate Episode IV Mission 1 "Cop Girls."

Mission Solved: Enter Mission 7 "Finale: The Accomplice."



Pick a fight with one of the fat Russians and work through the rest until all are under control. Switch up attack styles to keep them guessing.



These guys like to grapple and have a nasty neck breaker of a move; don't let them show it to you. Break their hold by rapidly pressing buttons when grabbed. The toweled Russians have 4 exclamation points while the bald man in the green Speedo (discovered once the bathroom stalls have been shattered) has a whopping 6 exclamation points!

Use quick low kick and punch combos to stun the Russians. Get in finishing moves to remove large portions of health. Complete this mission and it's on to the Finale for Episode III.

MISSION 7
FINALE: THE ACCOMPLICE

SHOOTOUT

OBJECTIVE

Shoot Spa Crew

COMPLETION RESULTS

Mission Unsolved: Crime Patrol, then Alternate Episode IV Mission 1 "Con Girls."

Mission Solved: Enter Bonus Cruisin', then Episode IV Mission 1 "En route to Autoshop."

As soon as you have control of Nick, crouch down below the small pool wall. Scoot over behind a column, stand and back up against it. The small walls of the pool and the large columns provide cover during this mission. Scoot to the edge of the column and wait for a pause in the firing.

Whip around the column and fire. Quickly get back behind the column and repeat the move to take out the first group of thugs. Use slow motion dives if they remain covered behind the pool walls or columns.

GUN UPGRADES

Having the Special Upgrade 2 Guns (.45 Pistols) is a huge advantage in this gunfight. The damage points and magazine capacity of this weapon are blessings. It's also helpful to be at least at a level 4 Upgrade with firing skills. This provides Dual-Target Aim, Precision Aim, Fast Reload and Fast Aim Speed!

Run towards the bodies and pick up their guns. There should be firearms littering the floor near the bodies. The next two goons enter the room through the doors on the side of the room. Considering that location is where this mission started, it's a good reason to move to the opposite side of the room!

Continue to use the corner columns for standing protection and the small pool wall for crouching cover. From this point forward, the key to survival is to keep moving, keep using slow motion, and pick up powerful guns.

HEALTH KIT

The only Health Pack in this mission is located on the center column on the long side of the pool.

The slow motion jump can be performed forward, backward, and to the side. You can actually initiate the slow-mo jump before you have a target lock; press the Fire Button and Nick moves his arms to lock onto the nearest target while slowly sailing through the air. Awesome!

The gunmen continue to enter from opposite sides of the room until Chong emerges when the 29th gunman is defeated. Big Chong is one tough cookie. It takes a ton of lead to bring him down, unless you use Precision Aim to get a direct shot to the head. Use the short wall for protection so you can quickly spring up and shoot him as soon as he stops firing. Keep plugging him until the magazine is empty, then duck below the wall again. Repeat this tactic until Big Chong falls.

MISSION X
BONUS CRUISIN'

BONUS UPGRADES

OBJECTIVE

Drive To Bonus Destination

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: N/A – Enter Episode IV Mission 1 "En Route To Autoshop."

Bonus Cruisin' begins on Venice Blvd and Electric Ave. The Bonus Dojo is on Abbot Kinney Blvd and Brooks Ave. The Bonus Gun Course is on Washington Blvd between Pacific Ave and the beach. The Street Race is located on Walgrove Ave and Venice Blvd. The finish line is located off of Inglewood Blvd to the northeast in a small residential area on Navy St; the cross street is Stoner Ave.

If you don't have a Bonus Upgrade vehicle, try to find a fast car on the street to take to the race. If you can't find any nice vehicles, the following route can practically be won on foot.

All competitors face north on Walgrove, which is an intersection on Venice Blvd. Turn sharply to the right, and head northeast down Venice Blvd to get ahead of the pack. The competition heads north, turns down Victoria and begins what becomes a zigzagging block-by-block race. All the while, you'll be cruising top speed down a straightaway.

Speed all the way to Inglewood Blvd and take a left. Speed down this straightaway and upon reaching Palm Blvd, start looking to the right for Navy St. Keep an eye on the green triangle. Use the handbrake to perform a sliding right turn onto Navy and the finish line is in the next intersection. Beat the competitors and the 2-minute clock and the Bonus Upgrade car is yours.

EPISODE IV
RUSSIAN FACE-OFF
MISSION 1
EN ROUTE TO AUTOSHOP

DESTINATION DRIVING

OBJECTIVE

Drive To Autoshop **Solve Street Crimes (Optional)**
(Biker Hangout)

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: Enter Mission 2 "Grease Monkeys."

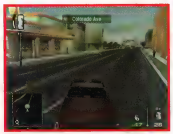
This is a destination-driving mission, which means there's no rush. Take your time and fight some street crimes to earn Reward Points. Besides, you must travel from one side of Los Angeles to the other!

The mission begins on Michigan Ave, near the intersection of Michigan and Cloverfield Blvd. Look at the map and follow the boulevards for the most part to reach new 24/7 upgrade locations. Try to upgrade gun and fighting skills. It might come in handy for the next mission.

TOTAL FIGHTING UPGRADES

The final mission in Episode IV is a difficult Hand-to-Hand battle. Make every effort to complete all the fighting upgrades before reaching the end of this Episode.

There's an Parking Garage off of Ocean Ave on Santa Monica in case you want to switch cars. When you're done upgrading and busting crime, head to Colorado and 4th, then drive through the green marker at the Biker Hangout (the Autoshop). Hop out of the car and enter the building.



MISSION 2
GREASE MONKEYS

HAND-TO-HAND

OBJECTIVE

Fight Bikers

COMPLETION RESULTS

Mission Unsolved: Enter Mission 4 "Off To Gulag Club" through the alternate intro.
Mission Solved: Enter Mission 3 "Chasing Francis."

This mission is a Hand-to-Hand fighting mission with two bikers and a mechanic. This is the toughest fistfight yet, not because of the skills possessed by the enemies, but because two of them handle weapons.

First up are the two bikers. The bikers have 4 exclamation points and the fat one wields a large pipe wrench. Make disarming the fat biker a priority. Doing so lessens the damage he inflicts. To remove the wrench from his hands, perform a grapple attack with an added finishing move. Once the wrench is free, kick it up and use it against the bikers.

Position Nick so that the bikers are between him and an oil drum. Knock the bikers into the explosive drums using a finishing kick or a throw. This causes the barrels to blow up and catch fire. Don't get too close because the fire is an equal-opportunity dealer of damage.

Break any rolling tool cabinet or parts shelf to find a few wrenches or pipes to use as projectiles. With that much hardware, throwing them to inflict damage is a good idea.

After defeating the two bikers, a mechanic jumps in and fights for Francis. He has 5 exclamation points and carries a pipe. Use grapple moves to jar the pipe from the mechanic's hands. His attack damage drops considerably as soon as he is disarmed, so go for it early. Kick up the pipe from the floor and use it to a beat him to a pulp.

Having the weapons also makes breaking through defenses easier and causes exclamation points to gutter out like candles in a hurricane. Mix low kicks and punch combos to make quick work of the exclamation points.

MISSION 3
CHASING FRANCIS

CAR CHASE

OBJECTIVE

Chase Francis

COMPLETION RESULTS

Mission Unsolved: Enter Mission 4 " Off To The Gulag" through the alternate intro.

Mission Solved: Enter Mission 4 " Off To The Gulag" through the normal intro.

As soon as you have control of Nick—who's standing on the sidewalk—get into the car to begin the chase. If you're using an upgraded vehicle, then the chase is that much easier. If you have the original convertible, don't be concerned; it does a fine job. It can catch up to, and keep up with, Francis's purple convertible.

Francis fires back during the chase, but by staying beside or behind him, you inflict more damage than you receive. Use slow motion and fire continuously on Francis's car. If you have enough gun upgrades, aim for the gas tank under the license plate for an instant end to this mission.

For fun, try riding beside Francis's car and aim at his tires. Doing so cripples his car, making it a sitting duck. With guns upgraded to B2, it won't take long to destroy his car. When Francis's car explodes, he jumps out and surrenders. Mission over.

If you allowed Francis to get so far ahead that the red dot left the Mini-Map for a considerable amount of time, then Francis escapes; mission failed.

WORKS HALF OF THE TIME

Francis uses this route about half the time; for the other times, he takes a random rout through the streets.

MISSION 4
OFF TO THE GULAG

DESTINATION DRIVING

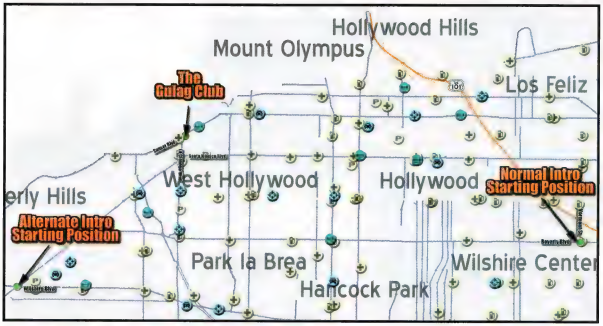
OBJECTIVE

Drive To Dance Club — **Solve Street Crimes (Optional)**

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: Enter Mission 5 "Another Way In."



This mission opens with Nick facing west on Beverly Blvd in the intersection of Beverly and Vermont St. Unless you viewed the alternate intro, in which case Nick begins on Wilshire Blvd heading west and facing Santa Monica Blvd. The Gulag Club is in Mount Olympus on Sunset Blvd near La Cienega Blvd.

Win some Reward Points and check the map for the local 24/7 Upgrade locations. If your Badges are in short supply, ignore the driving upgrades for now and work on fighting and shooting skills.

When it's time to head to the club, note that Nick picked up some new threads; these are his clubbin' clothes. When you're ready, drive into the green marker outside of the Gulag Club to end the mission.

MISSION 5
ANOTHER WAY IN

STEALTH

OBJECTIVE

Sneak Into Dance Club

COMPLETION RESULTS

Mission Unsolved: Enter Mission 6 "(Alt) Alley Brawl."

Mission Solved: Enter Mission 6 "Disco Inferno."

The first victim is a guard standing in front of a parked car on the left side of the alley. Beyond this guard is another in front of the parked, white truck. If you wait too long to make a move, the first guard turns and looks towards Nick's hiding spot. So either move quickly or wait until he turns away again.

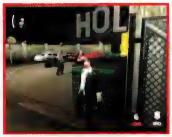
Walk alongside of the dumpster and continue forward until Nick stands beside the electric meters on the right. The first guard is slightly ahead and to the left. The guard near the front of the box truck is facing the other way, so Judo Chop the first guard. If he turns around before you can reach him, tranquilize him.

Avoid the glass on the ground and start for the guard at the front of the truck. Walk between the largest gap between the glass nearest to the truck. Stepping on any glass requires tranquilizing the guard.

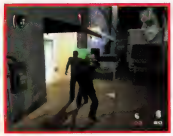
WALKING ON GLASS

Look at the ground closely; in a few areas there are white broken pieces of glass and some piles of feces. Stepping on either alerts the guards. This usually fouls things up, so walk carefully. It is possible to recover by quickly hiding or shooting the guard with a tranquilizer. Considering the tranquilizer gun's limited range, it's best to avoid the glass.

Hug the following corner near the stack of boxes. A guard is waiting in the alley around the corner of the building. Wait for the next guard to walk away before subduing him. Before sneaking up to him, check the ground and avoid the small brown pile of fecal matter. With that guard down, hug the right fence near the green dumpster on the corner of the large parking lot. There are two guards patrolling this area. Wait to move until they are both walking away. There is enough time to Judo Chop the bouncer in the cut-off shirt, then hurry up to the other guard, who faces the yellow truck, and eliminate him in a similar fashion. He may turn around but there is enough time to take him out before he yells for help.



Head towards the open gate, then hug it to avoid walking on any of the ground clutter. Continue hugging the right wall along the red dumpster. Rotate the camera around to see which direction the final guard is walking. Wait until he moves close, then turns his back to head in the opposite direction. This provides enough time to get around the corner and asphyxiate him. Once at the back entrance to the Gulag, another bouncer exits the door. Judo Chop him and enter the well-lit doorway to complete this mission.



MISSION 6
DISCO INFERNO

SHOOTOUT

OBJECTIVE

Shoot Bouncers

COMPLETION RESULTS

Mission Unsolved: Enter Mission 7 "Cary In Trouble" through the alternate intro.

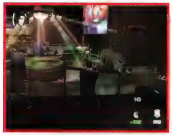
Mission Solved: Enter Mission 7 "Cary In Trouble" through the normal intro.

This is a tough gun battle and the keys to winning are to have shooting upgrades and to know safe areas to use as cover. There are around twenty well-armed guards and bouncers that stand between Nick and Rocky's office in the back.

DUCK AND COVER

As soon as the battle starts, move as close to the handrail as possible, then crouch down. While in contact with the handrail, it's possible to scoot over to the middle of the three sections without standing. This rail doesn't provide perfect protection but it does deflect the majority of the bullets. Heavy gunfire will blow off the top rail of the other two sections, which means no protection.

There are three guys on the dance floor who unload as the mission begins. When there is a pause (at least a brief pause) in their attack, stand up and just keep firing on the goons until they're no longer returning fire. Don't wait too long or a guard moves toward Nick's location. It's better to attack when they're all grouped together; the auto-aim reticule doesn't have to travel as far. If you're good with Precision Aim, then by all means use it. It slows the pace of enemy attacks.

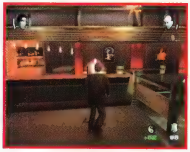


STAGE FRIGHT

The small round stage in the center of the dance floor makes for good cover while crouching. However, this is not a good place to remain, as guards issue into the room from all directions.

THE UPPER BALCONY

If you have upgraded pistols, then there's really no rush to pick up dropped guns. Your guns are more than sufficient to clear the riffraff from the room. But if alternate weapons become necessary, pick them up and run past the round stage towards the back of the room. Shoot the goons on the top balcony while in slow motion. These two goons run in as soon as the third guard from the first group is killed.

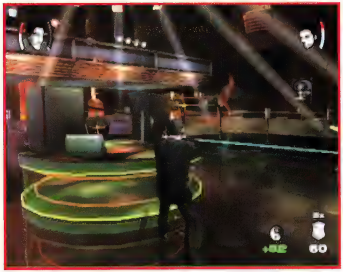


HEALTH PACK

The only Health Pack in the Gulag is located on the stage in the center of the dance floor. To use the Health Pack, press the Grapple Button.

CARNIVAL STYLE SHOOTING

The rest of the battle plays out with bouncers running into the room from behind the bar and on the balcony. Use any available automatic weapon to knock them down as soon as they enter the room. Most don't stop to fire until they are midway into the room.



IN THE BACK

As more guards move in along the back walkway, perform a slow motion jump towards the dance floor off of the entrance walkway. This sends the bullets over the back handrails. Once on the dance floor, use sideways, slow motion jumps to take out these guys. Use the stage for cover and jump a few times to get them all. The last bouncer appears on a small balcony above the hallway door in the back. Using Precision Aim allows you to slow down his attack while giving you much better aim control. From the angle on the floor, it's nearly impossible to take out the gunman using auto-aim; the balcony offers him way too much protection.

GULAG - Nightclub

ALTERNATE

MISSION 6 ALLEY BRAWL

MISSION

HAND-TO-HAND

OBJECTIVE

Fight Bouncers

COMPLETION RESULTS

Mission Unsolved: Enter Mission 7 "Cary In Trouble" through the alternate intro.
Mission Solved: Enter Mission 7 "Cary In Trouble" through the normal intro.

This is a pretty straightforward fistfight, even if it is three against one. At least there are no weapons involved, yet. Two guards have 4 exclamation points while the Russian has 6. He's the tough guy, at least he thinks he is. He hasn't danced with Nick yet.

The trash bags and boxes littering the parking lot can be kicked open to reveal glass bottles. Use these plentiful weapons as clubs or throw them to inflict a small amount of damage.

The Russian in the suit and the guy with the shaved head are really standoffish until the bouncer in the brown shirt is defeated. Use this to your advantage. Keep the guy in the brown shirt alive as long as possible while maneuvering towards the other two guards.

Take away as much of their health as possible while the brown shirt lives. Once he is gone, the shaved head and suit team up quickly.

Don't let them surround Nick; break away if this happens. When they start canceling Nick's finishing moves, it's time to relocate. Chromedome is easily low-kicked and punched into submission, while the Russian guard in the suit likes to kick, which slows him.

A good technique to use in any fight is to move in when the opponents are down. Try to get beside or behind them just as they rise to their feet. As soon as they stand up, just start beating on their heads with some straight punches until they are stunned. Change up your combos while working on the tough guy, he's smarter than the other two. Remember, the quickest combos are low kick and punch combos. Switch up the order of these attacks. Running away and returning with a Jumping Attack is a good way to begin tearing down the exclamation points. Once he's down, use Ground Attacks, provided they've been unlocked.

MISSION 7
CARY IN TROUBLE

TIMED DRIVING CHALLENGE

OBJECTIVE

Race To Cary's Dojo

COMPLETION RESULTS

Mission Unsolved: Enter Crime Patrol, then Episode V Mission 1 "Tailing Suspect Cop" through the alternate intro.

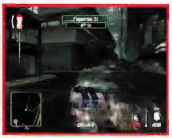
Mission Solved: Enter Mission 8 "Finale: Vandal Wrath."

There are 2 minutes and 43 seconds to make it from the New Hampshire Exit ramp in Wilshire Center to Cary's Dojo on San Pedro and 4th St. This is a tough driving mission, so check out the map for the best route.

Head south on New Hampshire Ave two blocks and take a left on Beverly Blvd. Take the split (it's up about four blocks) to the right to stay on Beverly Blvd as it bends southeast.

Follow Beverly Blvd to the edge of Downtown. Just past Lucas Ave is another split. Take a right at the split to get off Beverly Blvd and enter 2nd St. Follow 2nd under the 101 and take a right at the "T" intersection (Figueroa St). This is a one way street, and you're not going the right way on it, so be prepared to slalom through traffic.

Take the second possible right from Figueroa St onto 4th St. Cary's Dojo is on 4th, but there's still plenty of road to cover. Turn right on San Pedro St and look for the green marker near the corner of San Pedro and 4th. Drive through it to complete the mission.



EPISODE I II III IV V VI VII VIII

MISSION 8

FINALE: VANDAL WRATH

HAND-TO-HAND

OBJECTIVE

Fight Vandals

COMPLETION RESULTS

Mission Unsolved: Enter Crime Patrol, then Episode V Mission 1 "Tailing Suspect Cop" through the alternate intro.

Mission Solved: Enter Bonus Cruisin', then Episode V Mission 1 "Tailing Suspect Cop" through the normal intro.

These three vandals are decent fighters—better than those bouncers at the Gulag anyway. The guy in the tank top and the large dude in the orange-brown jersey (who wields a katana) both have 5 exclamation points. The big guy is one tough cookie, so going right for the grapple move to disarm him is not a good idea. However, when the opportunity presents itself, take away his blade. The guy in the pimp hat also has 5 exclamation points, but he's much less threatening when Nick holds the katana.

FLYING DRAGON

This is the toughest hand-to-hand fight so far and having all nine fighting upgrades helps tremendously. Not so much for the attacks learned (although these finishing moves inflict plenty of damage) but for the increased attack speed. This 45% increase in speed allows Nick to get through the enemies' skilled blocking and evasive maneuvers.

Much like the fight with the bouncers in "(Alt) Alley Brawl," two of the fighters stand back as the third attacks. They attack if you get near them, but they won't enter the fight until the most aggressive fighter has been defeated. The big guy with the katana and the one that looks like a pimp stand back while the guy in the tank top is active.

Keep clear of him as best you can, and look to the guy with the katana. Begin with a running jump kick and follow it with punches and low kicks until the big guy is stunned. Perform a grapple attack and add a finishing move so he drops the katana when he hits the floor. Kick it up and begin attacking everyone with the sword. There are also katanas lying on the floor near the walls and some long daggers near the lockers in the back of the room.

Try to pull off a ground attack every time someone hits the floor. Hang onto a weapon for the duration of the battle. Try throwing them at the vandals by pressing the Grapple Button when close. Use those new finishing moves to inflict the most damage during a stun. Defeat the three thugs and this mission is complete.

MISSION X
BONUS CRUISIN'

BONUS UPGRADES

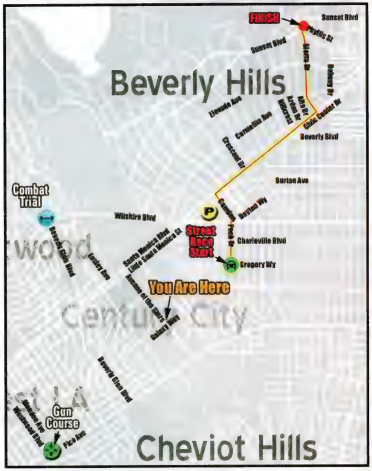
OBJECTIVE

Drive To Bonus Destination

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: N/A – Enter Episode V Mission 1 "Tailing Suspect Cop."



Bonus Cruisin' begins on the Avenue of the Stars and Galaxy Way. The Bonus Combat Trial is located on Beverly Glen Blvd and Wilshire. The Bonus Gun Course is quite some distance away on Pico and Westwood Blvd.

Speed past Charleville to Wilshire, then cross the street while veering right to reach Camden Dr. Cut the corner while turning left on Camden. Speed down to Santa Monica Blvd and take a right. Follow Santa Monica all the way past Beverly Blvd and take a left on Sierra Dr, which is the next street after Alta Dr. Take Sierra all the way to Sunset Blvd and turn right. The finish line is at the top of the hill only a few yards from Sierra.

The Street Race in Episode IV is a lengthy one. If you're racing B3, don't use Nick's original car since it won't keep pace. Use the latest upgrade car for this race, unless it's B1. If it is B1, stick with Nick's original car. The Street Race begins on Peck Dr and Gregory Way. When the race begins, head north on Peck Dr.

EPISODE V
THE RESCUE
MISSION 1
TAILING SUSPECT COP

CAR TAILING/CHASE

OBJECTIVE

Tail Suspicious Cop

COMPLETION RESULTS

Mission Unsolved: Failing to tail or pursue Rafferty (car lost)leads to the alternate intro to Mission 3 "Meeting Rafferty."

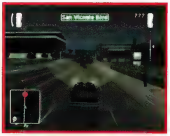
Capturing Rafferty to enter Mission 4 "Butcher Shop Rush" through the alternate intro. Each of these situations results in an unsolved mission

Mission Solved: Enter Mission 2 "Bum Encounter."

Depending on the success in Episode IV, the mission begins either outside the Hollywood PD Station (normal intro) or standing in Cary's wrecked Dojo (alternate intro). If this mission turns into hot pursuit, the cop will not take the route indicated on the map and simply tries to get away.

Normal Intro Strategy

The pursuit begins on San Vincente Blvd, heading south towards Melrose Ave. Keep your distance and watch the Tail Meter to keep it out of the red.



When inconspicuously followed, the cop mostly sticks to the route indicated on the map. Sometimes he may stray just a bit—depending on traffic—but the destination remains the same. Follow him all the way to an abandoned house on Holt Ave just past Whitworth Dr.

Alternate Intro Strategy

Failing Episode IV Missions 7 or 8 leads to this mission starting from Hayworth St south of Airdrome St. This is south of the abandoned house where the cop will stop. Nick spots Rafferty driving by Cary's trashed Dojo and quickly enters his car to give chase.

When the pursuit goes unnoticed, the cop sticks to the route indicated on the map at the alternate intro starting position. Sometimes Rafferty alters this course—depending on traffic—but the destination is always the same. Sometimes he circles the last block before stopping on the mark on Holt Ave. Follow him all the way to an abandoned house just past Pico Blvd. Shooting up Rafferty's car leads to a failed mission, so play nice and follow him.

MISSION 2
BUM ENCOUNTER

HAND-TO-HAND

OBJECTIVE

Fight Winos

COMPLETION RESULTS

Mission Unsolved: Enter Mission 3 "(Alt) The Peking Duck."

Mission Solved: Enter Mission 3 "Meeting Rafferty" through the normal intro.

For being dirty, drunk, old winos, these geezers put up quite a fight. Pick a fight with one of the armed bums and switch up attacks to beat through his 4 exclamation points. Use a grapple move to force the weapon out of the bum's hands, but don't try it before he is stunned or he just rips Nick to shreds.

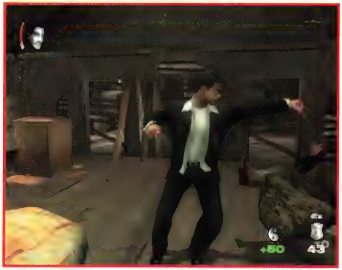
Once the weapon is on the ground, kick it up and finish the same wino off with it (using punch attacks). Throw the weapon at the head of the second armed wino and beat on him until he is stunned. Perform the grapple attack to take his weapon and repeat the same tactic.

The bum in the fur coat is the most resilient and the best fighter of the three. However, the weapon-wielding bums cause damage more quickly, when they're armed. Continue to slash at the bum with a weapon or throw it at her, which may be better since she's hard to knock senseless with punches alone.

WHAT-CHA' GOT TA EAT?

Stay away from the gas stove! Throwing someone else onto it leads to explosive results.

Change up your attack pattern and knock through the bum's high exclamation point total. Once she's on the ground, circle around her and beat her from behind as she tries to rise. Use Ground Attacks each time a body hits the floor. Move around the entire floor so you don't miss out on all of the stuff there is to smash.



MISSION 3
MEETING RAFFERTY

DESTINATION DRIVING

OBJECTIVE

Drive to Meeting — **Solve Street Crimes (optional)**

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: Enter Mission 4 "Butcher Shop Rush."

As with all destination-driving missions, take the time to bust losers and earn more Reward Points, then visit the 24/7 upgrade locations. By this point, you should be close to Upgrade #9 in both firing and shooting categories. Drive to the green marker on Venice and Crenshaw Blvd, then exit the vehicle and enter the diner to meet the cop you've been pursuing.

ALTERNATE

MISSION 3
THE PEKING DUCK

MISSION

DESTINATION DRIVING

OBJECTIVE

Drive To Butcher Shop — **Solve Street Crimes (Optional)**

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: Enter Mission 5 "On the Chopping Block."

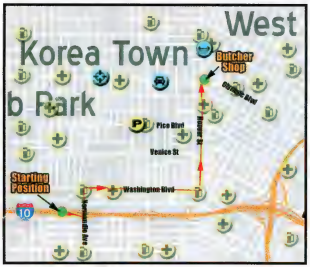
This destination challenge starts out with Nick heading south on Alvarado St and 3rd. Turn the car completely around and head south on Alvarado to 7th St. Head west, then turn left on Rampart and left again on Hover to reach the Butcher Shop on Olympic. If you want to hit the 24/7 locations, there is one of everything only a few blocks away up Hoover or west on Olympic. Entering the Peking Duck completes the mission.

MISSION 4
BUTCHER SHOP RUSH

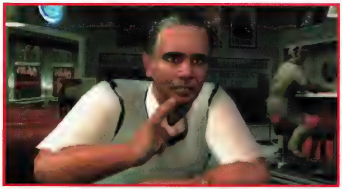
TIMED DRIVING CHALLENGE

OBJECTIVE
Race to the Butcher Shop

COMPLETION RESULTS
Mission Unsolved: Enter Mission 6 "Slaughterhouse."
Mission Solved: Enter Mission 5 "On The Chopping Block."



There are 2 minutes 13 seconds to make it to the Peking Duck (Butcher Shop). The Butcher Shop is on Olympic and Hoover. Take Crenshaw to Pico Blvd east. Follow Pico to Hoover north and just a few blocks north is the butcher shop on the right. Drive into the green marker to beat the clock.



EPISODE I II III IV V VI VII VIII

MISSION 5
ON THE CHOPPING BLOCK

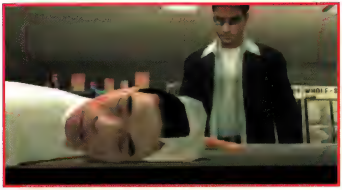
HAND-TO-HAND

OBJECTIVE

Fight Triad Butchers

COMPLETION RESULTS

Mission Unsolved: Enter Mission 7 "Finale: The Great Escape" through the alternate intro.
Mission Solved: Enter Mission 6 "Slaughterhouse."



Even with the Upgrade #9 fighting skill, this is a tough bout. There are three rounds to this fight: round 1 pits Nick against two knife-wielding butchers; round 2 against three knife-wielding butchers; round 3 against a big meat-for-brains, and unarmed, butcher. The fight is made more difficult by the exploding meat cooler display cases.

The key to winning this battle is to disarm the butchers as quickly as possible. Using the weapons is not always the best strategy since using knives and axes slows down Nick's swings, allowing the enemy to dodge and block his attack more often. Try disarming the thugs, then throwing the weapon for damage. Wait until the enemy is very close before throwing the weapon.

The explosive display cases—only the two long low counters explode—are set off by a simple swing, kick or punch from either Nick or one of the butchers. Get clear of the cases when they explode or expect to suffer considerable damage.

A continuous low kick and punch combination is the best move to use on the butchers. When one of them becomes stunned, use a grapple attack to disarm any armed butchers. Use an upgraded finishing move on those who have already been disarmed. When fighting the three butchers in the second round, run away from the crowd to single out one of them. Use a running jump kick to open the assault on the butcher that leaves the crowd.

The butchers all have 4 exclamation points except for the big boy that barges into the room last, who has 6. Continue to use the low kick and punch combination on the big boy. It may be possible to prevent him from hitting Nick altogether if Nick's speed has been increased through fighting upgrades.

Peking Duck

MISSION 6
SLAUGHTERHOUSE

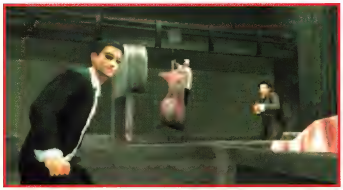
SHOOTOUT

OBJECTIVE

Shoot Triad Butchers

COMPLETION RESULTS

Mission Unsolved: Enter Crime Patrol, then Alternate Episode VI Mission 1 "Revenge Rush."
Mission Solved: Enter Mission 7 "Finale: The Great Escape" through the normal intro.



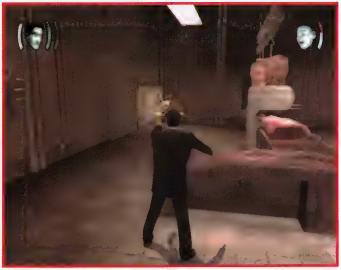
Room #1

As soon as the shootout begins, either start squeezing the trigger or duck behind the cart. At first, Nick faces a single shooter. After taking him out, cautiously grab his gun. A few butchers ride frozen meat slabs into the room on the conveyor in the back, so stay sharp.

After taking the first butcher's weapon, run for the door and use a slow motion dive to plug the butcher who enters at the last moment. This guard is also armed. Kick his weapon up and take it into the next room.

Room #2

After moving into the narrow pathway through the first door, a butcher with a shotgun jumps from around the column. Eliminate him and take his large pistol from the floor.



A second gunman is behind the next column; he's carrying a sawed-off double barrel shotgun. He appears after passing the first downed man in this hallway. Take him out, and pick up his weapon.

Head around the circular pathway, prepared to shoot the butcher riding the conveyor. Slow motion dive forward to eliminate the other gunmen—two riding on the frozen meat and another on the floor. Head for the door. Use slow motion again to deal with the guy coming through the door. If you have the scope, Precision Aim slows time down twice as much as before, making this similar to slow motion diving.

Room #3

Look for the Health Pack on the wall to the right. After rounding the curve of the conveyor to the right, jump forward in slow motion and take aim at the butcher in the corner of the room. Keep rounding the turn and take out the final two gunmen near the double steel doors. The longer it takes to get out, the better the chance that more conveyor riders appear. Head for the double steel doors, pronto! When Nick gets close to the exit, slow motion jump and shoot the last man who appears through the door.

Peking Duck

MISSION 7

FINALE: THE GREAT ESCAPE

CAR ESCAPE

OBJECTIVE

Escape From Triad Goons

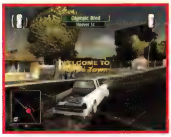
COMPLETION RESULTS

Mission Unsolved: Enter Crime Patrol, then Alternate Episode VI Mission 1 "Revenge Rush."

Mission Solved: Enter Bonus Cruisin', then Episode VI Mission 1 "Off To Wu's Place."

There's a gang of Triads in two cars tailing Nick. They begin firing as soon as the mission begins. There is no need to try to outgun them; any sort of firefight is a losing proposition. Nick is stuck in the truck, so the truck health becomes his health.

Nick begins in the alley behind the Butcher Shop, facing east. Pull out of the alley and take the first two rights, to better understand the location. As soon as you have control of the truck, floor it and only let up to use the handbrake in the turns.



The easiest way out of this situation is to circle around the block and head back through the alley where the mission started. Turn right at the end of the alley and take a right on Olympic (passing the front of the Butcher Shop) then take a right on Hoover. Take the next immediate right between the donut signs to get back in the alley. Take a left or right out of the alley on Park View. Taking a left leads to the thugs heading north down Hoover. Their next possible right is quite some distance away, just far enough to give Nick time to get away.

Race out of the alley and turn right on 10th St. Keep on 10th as it merges into Olympic heading east. Just a few blocks down Olympic should be far enough to lose the tail and the mission is complete.

MISSION X
BONUS CRUISIN'

BONUS UPGRADES

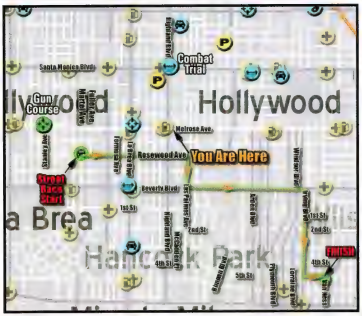
OBJECTIVE

Drive To Bonus Destination **Solve Street Crimes (optional)**

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: N/A - Enter Episode VI Episode 1 "Off To Wu's Place."



This Bonus Cruisin' challenge starts on Melrose and Highland Blvd in Hollywood. Drive north on Highland to find the Combat Trial; the cross street is Santa Monica Blvd.

The Bonus Gun Course is on the same street where this mission begins, just head west on Melrose to find it near Stanley Blvd.

Find the Street Race on Martel Ave and Rosewood Ave. The race begins with the cars facing south on Martel Ave, yet Nick remains in the Rosewood intersection; this is key to success in this race.

The orange and green route illustrates a fast route to the finish on 5th and Van Ness. From the starting position, peelout and turn to the left to head east down Rosewood Blvd. Turn right on Las Palmos Ave. Take a left Beverly Blvd and go all the way to Irving Blvd. Turn right on Irving and left on 5th St to speed through the finish line. It's possible to win a B3 challenge while using the default vehicle and this shortcut. It's not so much a shortcut as it is taking advantage of two very long straight stretches of road. The competition gets caught up in a winding route through small residential blocks.

EPISODE VI
HOUSE OF WU
MISSION 1
OFF TO WU'S PLACE

DESTINATION DRIVING

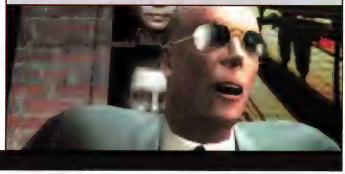
OBJECTIVE

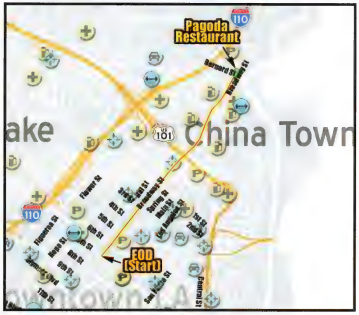
Drive To Destination **Solve Street Crimes (Optional)**

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: Enter Mission 2 "Up The Food Chain."





This is not a time challenge, so drive to the Gun Courses, Driving Courses, or Combat Trials for some upgrades. If more Badges are required, bust some downtown crime for a while. When you're ready to get on with the investigation, drive northeast on Broadway St past the 101 and stop at the Pagoda Restaurant. Enter the front door of the Pagoda to begin the pursuit of Ancient Wu.

MISSION 2
UP THE FOOD CHAIN

STEALTH

OBJECTIVE

Infiltrate The Restaurant

COMPLETION RESULTS

Mission Unsolved: Enter Mission 4 "(Alt) Tunnel Vision."
Mission Solved: Enter Mission 3 "Kitchen Inspection."

TRIAD THUG #1 & #2

Walk up to the right side of the keyhole-shaped opening to the dining area, then duck down against the wall. Use the camera to spot the Triad thug patrolling the following hallway. Run into the hallway and subdue the first guard as he turns away. Enter the next room and duck behind the short wall next to the keyhole-shaped doorway. Look for the guard in the next room. Spring into action as soon as the second guard turns away.

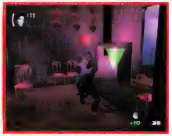
TRIAD THUGS #3 & #4

Enter the following room and back up against center room divider. Wait for the guy in the suit to appear in the opening. As he turns away, follow him and hit him on the neck with a Judo Chop. In the next room is a guard facing a window, having a smoke. Avoid the many chairs in the room, since they'll creak when touched. Walk along the right side of the room to pass by all the chairs to the left, then silently subdue the guard.

FINAL ROOM

Enter the next room while staying to the left side of the room. Hide behind the center divide before the following room opening. Look for the thug in the next room. When he turns to the left side of the room, follow him and hit him on the head with a Judo Chop. Walk towards the opening near the exit on either side of the dividing wall to make the waiter appear. Head back to the pervious side of the divide, hide behind a wall, and tranquilize the waiter as he passes.

The last man to get past stands guard over the metal door in the back corner of the restaurant. He faces the door and remains in that position, but wooden chairs surround him. Carefully walk around the chairs and be ready with the tranquilizer if one of the chairs creaks. Dispatch the guard and enter the door leading to the kitchen.



House of Wu

MISSION 3
KITCHEN INSPECTION

HAND-TO-HAND

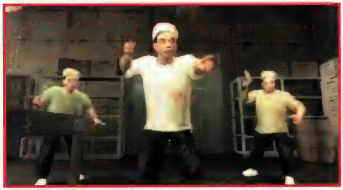
OBJECTIVE

Fight Cooks

COMPLETION RESULTS

Mission Unsolved: Enter Mission 4 "(Alt) Tunnel Vision."

Mission Solved: Enter Mission 4 "Seeking Ancient Wu."



This battle is similar to Episode V Mission 5 "On The Chopping Block." There are exploding ovens, enemies armed with utensils, and in the last round, a large unarmed ruffian. There are three rounds to this hand-to-hand battle.

Round 1

Even with fighting skills upgraded to level 9, this remains a difficult bout. In the first round, three cooks with knives attack. Use low kick and punch combos to beat through their 4 exclamation points to get a stun. Instead of using a finishing move, perform a grapple attack to disarm the cooks. If you don't want to wait for a stun, punch the victim once, then try a grapple move. Doing so makes it harder for the enemy to block the grapple.

It's better to try throwing the knives into the cooks than it is to fight with the weapons. Nick's punch attacks are slowed if he continues to hold a weapon. Plus, there's always the chance of a one-hit kill with a thrown knife.

Usually, if the cook lands the first knife slash, two more successful slashes follow. So, if the first one hits, try to block the next two, then quickly move in and unleash some combos.

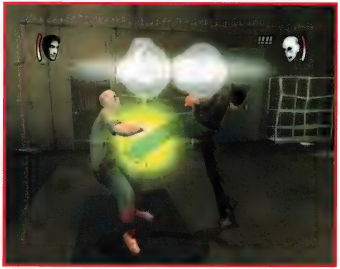
Stay away from the ovens since fire deals damage. Try to fight near, but next to, the ovens to increase the possibility of knocking an enemy into the flames. Position Nick to knock a cook into the oven with a finishing move.

Round 2

After defeating the first round of 3 cooks, two more arrive through the back door. This makes too many cooks in the kitchen! These new cooks are armed with swords and have 4 exclamation points. Use the same tactics to defeat these assailants as the last batch, then get ready for the last round.

Final Round

When all the cooks have been defeated, a zombie, which closely resembles a cook, bursts into the room. This psycho has 4 exclamation points. He is not armed, and actually easier to knock unconscious than previous foes. However, nothing harms the creep except fire or a knife in the chest or head. Otherwise, keep the fight near the ovens, which is a hazardous, but necessary, thing. Continue to knock him into the fire to complete the mission.



MISSION 4
SEEKING ANCIENT WU

SHOOTOUT

OBJECTIVE

Locate Dungeon Exit

COMPLETION RESULTS

Mission Unsolved: Enter Mission 6 "Die Die My Concubine" through the alternate intro.
Mission Solved: Enter Mission 5 "Inner Demons."

The layout of the dungeon begins with a "T" intersection with a dead-end, a zombie and a Health Pack to the right. Going left at the "T" leads to the main tunnel that eventually leads to the exit. All other side tunnels are dead-ends with zombies.

Health Packs are located in all three dead end routes. Health shouldn't be a problem if you use slow motion dives when approaching new corners and tunnels, which is where most enemies appear and attack.

The human-like enemies can withstand a few rounds before they go down. The zombies are a little tougher, but unarmed. Unless health is a concern, it's best to conserve ammo and leave the zombies alone. However, the following strategy leads the player through the dungeon without having to see any zombies at all. Additionally, having the Flash Light Upgrade for the gun is a wonderful asset for navigating the dark tunnels. The Flash Light Upgrade has the added benefit of blinding enemies in dark areas.

DUNGEON DIRECTIONS

The goal of this mission is to find the exit and stay alive long enough to walk through the exit. Start the trek through the darkness by taking out the first three nocturnal enemies. Upon reaching the first "T" intersection, take the left route, unless the health from the dead-end to the right is required.

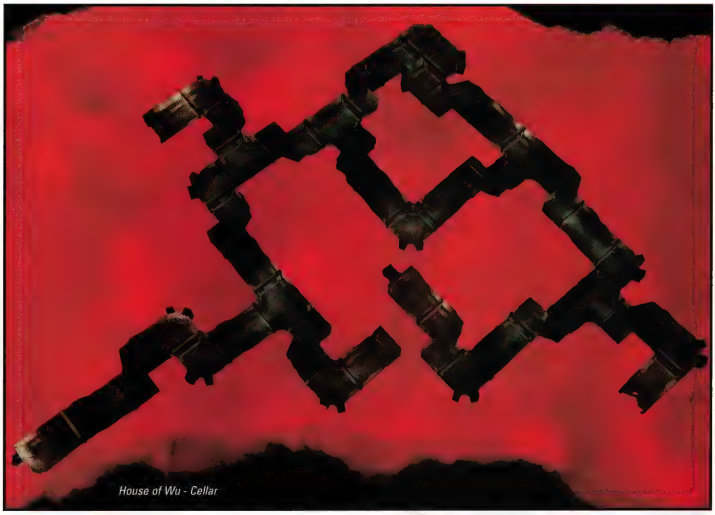
After taking a left at the first "T" the exit can easily be found by only taking right turns when possible. In other words, hug the right wall all the way through the dungeon.

There is one last guy around a corner near the exit. Use a slow motion jump to take him out and slowly approach the exit.

SHOT IN THE DARK

Most of the enemies attack from around corners as soon as a corner is approached. It's best to use slow motion jumps toward new open tunnels and blind corners to deal with this threat.

Many armed zombies run into the room when Nick approaches the exit. They carry automatic weapons and sawed-off shotguns and enter the dungeon one after another through the exit. Stand near the door and just mow them down as they enter. Enter the door to end the mission.



House of Wu - Cellar

ALTERNATE

MISSION 4
TUNNEL VISION

MISSION

SHOOTOUT

OBJECTIVE

Reach Sewer Exit

COMPLETION RESULTS

Mission Unsolved: Enter Mission 6 "Die Die My Concubine" through the alternate intro.
Mission Solved: Enter Mission 5 "Inner Demons."

The task here is to stay alive through a bizarre level of spikes and disturbed sewer ghouls. Keep moving ahead of the spiked wall and gun down, or run between, the gathering hordes. Use slow motion jumps to slow down the spike wall and allows for a more efficient way to take out the creatures. However, with the ultimate upgraded gun, it's possible to blow through the creatures with little effort and just run through the sewer to the end. When shooting with the Upgrade 6 "Flash Light" attachment it's possible to spot the zombies in the dark when they approach. This makes it easier to see enemies, especially when the targeting reticule is locked on one enemy and another sneaks up from the dark.

The slow motion jumps are also an effective means to dodge the ghouls that nearly have Nick in their reach. These creatures are powerful; just a few swats from their creepy arms are enough to make this Nick's last assignment. So if a quickly approaching mutant gets close, run away! The mission ends when Nick reaches the stairs at the end of the sewer.

MISSION 5
INNER DEMONS

SHOOTOUT

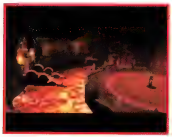
OBJECTIVE

Shoot Wu's Demons

COMPLETION RESULTS

Mission Unsolved: Enter Crime Patrol, then Episode VII Mission 1 "In The Driver's Seat" through the alternate intro.

Mission Solved: Enter Mission 6 "Die Die My Concubine."



Nick is confined to the round stage while battling the hovering, burning, demon heads. There are a total of thirteen demons to defeat in the challenge. However, they appear in increasing amounts in each round, until the fourth round where there is a single, 3-eyed demon head.

HOLLOW POINT AMMO

Since pistols are the only weapons in this mission, it's helpful to have performed all the bonus upgrades. The 24/7 upgrade Scope and Hollow Point Ammo are also helpful. These provide faster reload time (upgrade 3) and less reticule lag (upgrade 4).

When the heads are moving, take rapid-fire potshots at them continuously until they begin to stop, then reload. The health of the targeted head appears in the top right corner of the screen. Their health decreases slowly from these potshots. However, when the heads stop moving, quickly enter Precision Aim mode and aim for the single eye on the floating head. One shot in the eye, with most gun upgrades unlocked, destroys the healthiest of demons. It's possible to take out multiple heads in one round in this way. Wait for the demon heads to start moving again before firing. Destroying the lead demon head means the rest will pass through Nick harmlessly, but only if they started moving first.

Stay in the middle of the arena and keep moving in a circle to spot the demons when they stop moving. By staying to the center of the ring, Nick automatically tracks the movement of the demons. The demons fly across the arena in attempts to ram him, which inflicts a considerable amount of damage. Once they begin to move over the stage, quickly dodge the attack. If a demon gets dangerously close before being spotted, use slow motion jumps to leap out of the way.

A single demon head with three eyes is the foe in the final round. The damage inflicted in a collision is greater than the damage inflicted by the smaller demons, so do everything possible to avoid being hit. The large demon's rushing attacks occur quickly after it stops, which makes manual mode a dangerous choice of attack. Try defeating the final demon with potshots and slow motion dives as it rushes the stage. But if you are an ace shot, enter Precision Aim as soon as it stops and put a bullet in each eye to eliminate it.

MISSION 6
DIE DIE MY CONCUBINE

HAND-TO-HAND

OBJECTIVE

Fight Wu's Concubines

COMPLETION RESULTS

Mission Unsolved: Enter Crime Patrol, then Episode VII Mission 1 "In The Driver's Seat" through the alternate intro.

Mission Solved: Enter Mission 7 "Finale: Nightmare."

This fistfight is challenging, but not much more than other recent hand-to-hand battles. The tattooed ladies are aggressive fighters and have 6 exclamation points to clear before they are stunned. They try grappling throws and favor high kicks and punches. Using grapples against them is a bad idea. These ladies literally are on fire, and Nick will burn on contact with the flames.

To get through their long swinging arms and health, continually change up attacks. The high kick is too slow for use against these ladies, unless time has been spent upgrading Nick's fighting skills. Nevertheless, a low kick and punch combo is always faster than any other combo besides a straight punching combo.

The biggest trick they have up their sleeves (figuratively, they are unclothed after all) is the ability to vanish into thin air and reappear elsewhere on the stage. They do this at the worst time, too—when Nick is close to stunning them or when he goes for a Ground Attack. When they reappear, start the attack all over again since all of their exclamation points had enough time to light up again. Defeat the two dragon ladies and Ancient Wu releases his final demon….

MISSION 7
FINALE: NIGHTMARE

SHOOTOUT

OBJECTIVE

Shoot Wu's Dragon

COMPLETION RESULTS

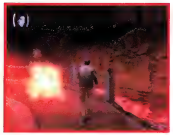
Mission Unsolved: Enter Crime Patrol, then Episode VII Mission 1 "In The Driver's Seat" through the alternate intro.

Mission Solved: Enter Episode VII Mission 1 "In the Driver's Seat" through the normal intro.

Much like the battle against Wu's demons, the dragon circles around the arena stopping only to attack. Instead of bounding across the arena floor, the dragon blows a burst of fire, which hurts Nick. After it blows fire, it returns to circling the stage just after whipping its tail onto the arena floor.

Stand near the center of the arena and follow the movement of the dragon. The camera automatically chases the dragon when it is in auto targeting lock. When it is out of sight, turn the camera to follow the steam that the dragon leaves in its wake below the stage. The dragon is easiest to hit when emerges and prepares to spew flames. Use Precision Aim and fire when the reticule lines up with the dragon's nose and throat area. For a one round kill, have the hollow point bullets available and and fire just as the dragon's eyes appear. The shots must hit right between its eyes on its forehead.

Do not fall into the lava since it means instant death. The chain barrier crumbles during the battle, so never push up against the outer barrier in case there is a section missing.



The quickest and safest way to defeat the dragon is to enter Precision Aim as soon as the dragon appears from below as it circles the stage, and shoot the eye as it slowly moves across your view. The slow motion effect of the Precision Aim provides plenty of time to plug the beast before it dives back under the stage. After being hit, it screams and starts circling again. Hit it another time and it rises to blow fire across the stage. Don't run to avoid the fire, walk. This helps to avoid the tail whip as the beast returns to circling the stage. The extra slow motion from the Scope increases the amount of time you have to fire rounds into the dragon. Use this strategy while avoiding both the dragon's fire, and falling into the lava and this mission should be relatively easy. Defeat the dragon to earn 50 Reward Points, and be done with Episode VI.

MISSION X
BONUS CRUISIN'

BONUS UPGRADES

OBJECTIVE

Drive To Bonus Destination **Solve Street Crimes (optional)**

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: N/A - Enter Episode VII Mission 1 "Finding Rocky."

Bust some bad guys, earn some Reward Points, partake in 24/7 upgrade challenges, then go for a Bonus Upgrade. The Bonus Dojo is up north in the Pacific Palisades. Follow Ocean Ave up and around to Chautauqua Blvd to find the facility. Find the Bonus Gun Course south of the starting position on the corner of Bay St and Main. If you're looking for a little illegal street racing, head to the intersection of Wilshire Blvd and Lincoln Blvd.

BONUS STREET RACE

Regardless of the race's level, this Street Race can be won while driving the original convertible. If you want to jump into one of your upgrades, find the Parking Garage on Santa Monica and Ocean Ave.

The other racers head northeast on Wilshire and start stepping southeastward block-by-block starting with 9th St (see the red course on the map). The number of streets that pass under the freeway limits the options for a shortcut. From the start, turn right and scream all the way down Lincoln Blvd until reaching Pico, then turn left. Burn down Pico Blvd until past the finish line on Pico and 16th. If you had to, you could beat the B3 sports cars using the Classic Car by utilizing these two long straightaways.

EPISODE VII
FINDING ROCKY
MISSION 1
IN THE DRIVER'S SEAT

DESTINATION DRIVING

OBJECTIVE

Drive to Rodeo Bar — **Solve Street Crimes (Optional)**

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: Enter Mission 2 "Pressing Rafferty."

After the normal intro, Nick starts facing northeast on Santa Monica Blvd near Alpine Dr in Beverly Hills.

Following the alternate intro, Nick starts outside of bar on Pico and Elm Dr, his car is just around the corner from the bar on Elm Dr.

Head for the Rodeo Bar on Wilshire Blvd and Rodeo Dr in Beverly Hills. Spend some time cleaning the streets of Beverly Hills—it can be a *real* tough neighborhood. When you're done with the shoplifters, check the map to find the local 24/7 Upgrade locations. Try for some new upgrades and head to the Rodeo Bar to celebrate.

MISSION 2
PRESSING RAFFERTY

HAND-TO-HAND

OBJECTIVE

Fight Barkeep

COMPLETION RESULTS

Mission Unsolved: Enter Mission 3 "(Alt) FBI Goons."

Mission Solved: Enter Mission 3 "On Rafferty's Tail."

He's a big man, that bartender, but he's only one man and that makes this fight entertaining and not quite hazardous. The big biker doesn't know who he's messin' with!When the bartender pulled Nick off Rafferty, the light was broken, meaning this fight takes place in the dark. The bartender is fat and slow, but he also has 6 exclamation points to fight through to get a stun. He favors grapples and uses the arm breaking technique and the Dirty Boxer grapple when given the opportunity. Watch out for his elbow slam as well! Since he is so slow, stick with straight punches to paralyze him. Since he favors grapples, it's hard to use one on him. Go ahead, try, and see what happens—big daddy strikes back with a head butt! Knock him around the bar and have fun with the poor sap. See how much of his bar can get destroyed in the process. Rafferty ran out of the bar just before the fight, so now it's time to chase him down in the streets.

MISSION 3
ON RAFFERTY'S TAIL

CAR TAILING/PURSUIT

OBJECTIVE

Tail Rafferty

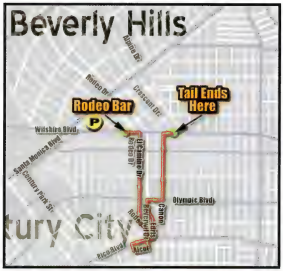
COMPLETION RESULTS

Mission Unsolved: Tail or pursuit failed (car lost) enter Mission 5 "Follow Rafferty."

Pursuit won (Rafferty caught), enter a unique cinematic, followed by Mission 6 "Eavesdropping" through alternate intro.

In both cases, the mission remains unsolved.

Mission Solved: Tail successful, enter Mission 4 "Escaping The Feds."



Rafferty takes off. Quickly enter the car and follow him. Tail Rafferty as he heads east on Wilshire. The majority of the tail is along narrow residential streets. This means that Rafferty stops for traffic, as should you. Keep your cool, stay back, have a coffee and a doughnut. The path Rafferty usually takes is as follows: right on El Camino Dr, left on Rodeo Dr, right on Beverwil Dr, right on Alcott St, right on Castello Ave, right on Pico Blvd, left on Edris, left on Smithwood Dr, right on Beverwil Dr, right on Olympic Blvd, left on Canon Dr, right on Wilshire to the Crescent intersection. This route often changes, but it's generally the same idea; he heads way south, then doubles back to Wilshire.

If you decide to not allow him to reach his destination and shoot up his car, the mission is considered a failure, but there is also a special cinematic before entering the alternate intro to Mission 6 "Eavesdropping."

ALTERNATE

MISSION 3 FBI GOONS

MISSION

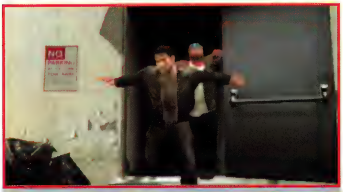
HAND-TO-HAND

OBJECTIVE

Fight FBI Agents

COMPLETION RESULTS

Mission Unsolved: Enter Mission 6 "Eavesdropping" through the alternate intro.
Mission Solved: Enter Mission 5 "Rafferty's Date."



The Fed agents are a little tougher than the bartender. They both have 5 exclamation points to punch through, and both hold a Taser. The agents don't gang up; one actually stands back and waits his turn while Nick battles the other. They have some skills, but nothing life threatening. Due to the Tasers, make disarming the agents priority number one. It is possible to pick up the Taser and make it zap. Keep it on hand to help defeat the two with their own tools.

Change up the attack pattern to keep them guessing. When they go down after a powerful finishing move, perform a Ground Attack. Try to move in behind as they get up and beat on them as soon as they stand.

EPISODE I II III IV V VI VII VIII

MISSION 4
ESCAPING THE FEDS

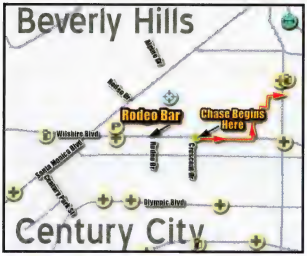
CAR ESCAPE

OBJECTIVE

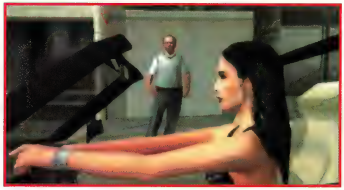
Escape The Feds

COMPLETION RESULTS

Mission Unsolved: Enter Mission 6 "Eavesdropping" through the alternate intro.
Mission Solved: Enter Mission 5 "Rafferty's Date."



The chase begins in the same location where Rafferty was followed earlier. Perhaps it was a set-up all along? Continue to burn down Wilshire heading east and put some distance between Nick and the Feds. If that distance fails to increase, turn down a side street. Turning down a narrow street with lots of traffic makes it more likely to lose the Feds. Drive on the side of the road to avoid cars while plowing through breakable objects like trees and fences. The Feds should get caught up in the traffic and whatever kind of jam you have created by tearing through the side street. Get to a large boulevard or avenue to pull away from the delayed agents. Continue speeding away to keep them off the radar for a few moments to complete the mission.



Another option is to take them out with Precision Shooting. Hit their tires to hinder their ability to follow anyone, or go a step further and destroy their vehicles by aiming for the gas tank. Even after destroying their car, drive away until the red blip has left the Mini-Map.

MISSION 5
RAFFERTY'S DATE

CAR TAILING/PURSUIT

OBJECTIVE

Tail Rafferty

COMPLETION RESULTS

Mission Unsolved: Tail or Pursuit failed (car lost), enter Mission 7 "Finale: Father's Killer" through the alternate intro.

Pursuit won (Rafferty caught) enter a unique cinematic, then enter Mission 6 "Eavesdropping" through the alternate intro.

Mission Solved: Tail successful, enter Mission 6 "Eavesdropping" through the normal intro.

The mission opens with Nick on Santa Monica Blvd heading northeast near Alpine Dr. The small convertible heads northeast on Santa Monica, then takes a right on Doheny Dr and a left on Rangely Ave. Follow the vehicle to San Vicente Blvd to end the tailing objective just in front of a 24/7 Dojo.

Be patient when the car stops with traffic. Just hang back and wait until traffic moves. Keep your eye on the red blip on the Mini-Map and don't allow it to leave the Mini-Map for long periods of time.

Although possible, destroying the convertible leads to a failed mission.

MISSION 6
EAVESDROPPING

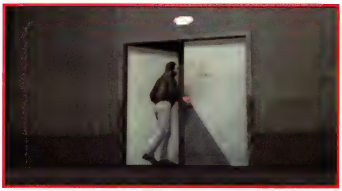
STEALTH

OBJECTIVE

Sneak Into Warehouse

COMPLETION RESULTS

Mission Unsolved: Enter Mission 7 "Finale: Father's Killer."
Mission Solved: Enter Mission 7 "Finale: Father's Killer."

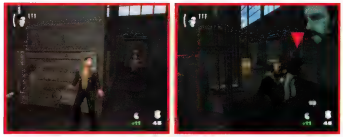


While the warehouse is dark, look for a guard immediately in the first aisle. It's possible to make it through the mission without using up the three tranquilizer darts, but use them if things go bad.

Aisle 1 (3 Guards)

Begin by hugging the shelf to the right. Watch around the left corner and wait for the closest guard to walk away. Remain in place and watch for the second guard at the end of the next shelving unit. Wait for the closest guard to return. As soon as he takes a puff on his cigarette he turns around and heads back. Move behind him, use a Judo Chop, then run around the end of the left shelf and Judo Chop the guard there.

Look further down the aisle along the right side of the warehouse. The third guard is at the end of the aisle in the corner. This guard patrols behind the shelf Nick is leaning against. As soon as he turns and walks away, quickly move towards the guard along the back wall and Judo Chop him before he turns around and heads back.



Warehouse

Aisle 2 (2 Guards)

Walk between the oil drums and sneak up behind the guard who keeps his back to Nick. Judo Chop the guard from behind, then turn left and hug the left side of the second aisle.

Walk forward and hug the left shelf. Find the little nook where two shelves meet where Nick can hide until the distant guard walks by again. If he doesn't walk by, entice him by walking a little ways towards the end of the aisle, then return to the nook as soon as he appears. As soon as he crosses the yellow line in the middle of the aisle and turns his head away, run up behind him and subdue him.

Aisle 3 (1 Guard)

Run to the crates just in front and to the right of where the last guard was defeated. A guard is in the third aisle patrolling, smoking, and stretching. Wait for him to turn away and stop at the front of the next aisle. As soon as he turns away and heads to aisle 4, shoot him in the back with a sedative or use a Judo Chop. Be aware of the nearby guard on the fourth aisle around a crate to the right.

Aisle 4 (3 Guards)

Back up to the crate where the third and fourth isles join. Wait for the smoking guard to appear, stop, and turn away before following him behind the crate to dispose of him. Turn around and head to the end of aisle 4 heading for the green triangle that marks the end of the challenge. Back up against the large upright container to the left and wait for the longhaired guard to walk from behind the same crate. After he walks past, run up behind him and eliminate him. The last guard is sitting still behind the same crate. Walk around the crate and tranquilize him. Enter the green marker to complete the mission.

MISSION 7

FINALE: FATHER'S KILLER

SHOOTOUT

OBJECTIVE

Shoot Rocky's Posse

COMPLETION RESULTS

Mission Unsolved: Enter Crime Patrol, then Episode VIII Mission 1 "The Girlfriend Angle" through the alternate intro.

Mission Solved: Enter Bonus Cruisin', then Episode VIII Mission 1 "The Girlfriend Angle" through the normal intro.

The entire warehouse shootout takes place with Nick on a high catwalk. He won't survive a slow motion dive over the rail, so remain on the catwalk. The bad guys appear on the catwalk on the opposite side of the warehouse, and on the floor. The safest tactic is to hide behind the support beams and only come up to take out criminals. However, this may get boring for the more gung-ho types. If you choose to stand up and shoot, keep moving and use slow motion or Precision Aiming maneuvers. With the highest shooting upgrade and bonus guns, this mission is much easier.

First Wave

Use Precision Aim and target the explosive barrels the guys on the floor use as cover. After defeating the three below, a guy riding on a hook appears from left end of the catwalk. Run towards him and fire away. At the end of the catwalk are weapons that can be used.

Second Wave

Two guys appear on the catwalk on the other side of the room. Keep strafing from side to side while shooting at them with auto-targeting. There are explosive barrels on their catwalk that make a juicy target. Look for a Health Pack on the second beam closest to the door at the end of Nick's catwalk.

Third Wave

Open up on the two guards that appear on the floor. When the shots rip through the barrels, collateral damage is unavoidable. Once these two guards are down, two guards appear from behind cover on the far catwalk. Use the beams as cover, then whip around and shoot when there is a lull in their shooting. A fifth Russian moves toward Nick's position, riding the lift hook. Remain behind the beam and pivot out to shoot as he passes.

Fourth Wave

Three men run out onto the floor below. Continue to use cover, or run from side to side while blowing away the miscreants. Watch out; one final man appears on Nick's catwalk once the floor perps have been annihilated. When all antagonists have been gunned down, it's time to enter Bonus Cruisin.'

MISSION X
BONUS CRUISIN'

BONUS UPGRADES

OBJECTIVE

Drive To Bonus Destination

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: N/A - Enter Episode VIII Mission 1 "The Girlfriend Angle."

Bonus Cruisin' opens in Downtown Los Angeles on Alameda St, facing north. Continue north to College St to find the Bonus Dojo. Head south for the Bonus Gun Course on Boyd St and Los Angeles St. The Street Race starting line is west on Cesar E Chavez St and Figueroa.

When the Street Race starts, Nick faces northwest on Cesar E Chavez St. The competition crosses the intersection and continues on Cesar E Chavez St. However, the quickest route to the finish on Georgia and Olympic is south on Figueroa. Turn left at the starting line in the intersection of Figueroa and Caesar E Chavez and continue until reaching Olympic, then turn right. The Georgia St finish is just two blocks away! This route allows you to beat the fastest of competitors while in the original vehicle.

EPISODE VIII RETRIBUTION MISSION 1

THE GIRLFRIEND ANGLE

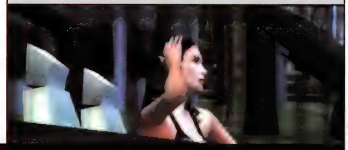
CAR TAILING/CAR CHASE

OBJECTIVE

Tail Rocky's Girlfriend **Solve Street Crimes (Optional)**

COMPLETION RESULTS

Mission Unsolved: Pursuit failed (car lost) enter Mission 3 "(Alt) Chopper Ambush."
Capturing Jill leads to Mission 2 "Back to the Gulag" through the alternate intro.
Mission Solved: Enter Mission 2 "Back To The Gulag."



Jill's condo is in Marina del Rey and the tail begins on Admiralty Way heading west and soon enters the Venice district. If you choose to pursue, follow Jill's route indicated on the map and stay a safe distance behind the convertible. If you choose to make a citizen's arrest (remember that Nick's suspended again, cowboy) tear after her and start shooting up the car.

MISSION 2
BACK TO THE GULAG

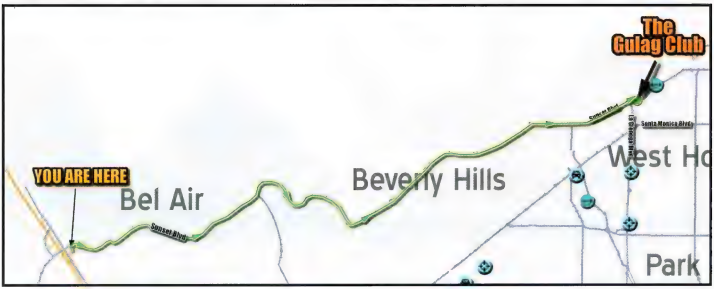
TIMED DRIVING

OBJECTIVE

Race To The Gulag

COMPLETION RESULTS

Mission Unsolved: Enter Mission 3 "(Alt) Chopper Ambush."
Mission Solved: Enter Mission 2 "Rocky's Trap."



There are 3 minutes and 58 seconds to make it to the Gulag Club from the Sunset Exit off of the 405 in Bel Air. That's more than enough time to make it to the Gulag in time no matter what car you pick, and you use the Mini-Map to anticipate the turns. The direction is easy; follow Sunset east. The Gulag is on Sunset Blvd in West Hollywood. It's a long trip, but an enjoyable one. If you have a car from the Impound Garage, turn on the siren and stay in the left lane, as traffic pulls over to the right.

It's possible to make this trip with up to 40 seconds remaining if you select one of the top two bonus cars.

MISSION 3
ROCKY'S TRAP

HAND-TO-HAND

OBJECTIVE

Fight Rocky's Goons

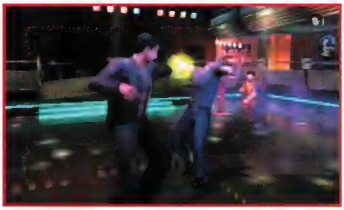
COMPLETION RESULTS

Mission Unsolved: Enter Mission 5 "Hangar Showdown" through second half of the intro.
Mission Solved: Enter Mission 4 "Driving to Airport" through the normal intro.

Misha, the guy in the glasses wearing a jogging suit, is the worst threat and should be dealt with first. He pretty much sees to it that he is first to fight. He has 5 exclamation points, while the other two thugs have 4 exclamation points, but they are by no means pushovers. Misha could very well be the best unarmed fighter faced thus far. Keep repositioning Nick to avoid getting too close to the other two fighters while dealing with Misha. You do not want to allow the thugs any double team opportunities. Make a habit of pulling away and returning to keep Misha in the forefront. Stick with Jump Kicks to start all combos. Pull back and block if Misha lands a hit, usually after he lands one, more follow. Use your favorite Upgraded Finishing Move when he's stunned, then follow that with a Ground Attack.

Move around behind Misha after your Ground Attack and perform a Grapple attack as soon as he gets up. If he's not facing you, he can't block it! Perform another Ground Attack as he lies on the ground again. Repeat until dead.

Knock the bad guys into the electrifying amps and speaker cabinets for explosive results! Using anything but punch and low kick combos may be too slow when fighting any of these goons. The remaining two goons stick together and try for double-teams. If one approaches while fighting the other, run away. When the two have split up a bit, return with a Jump Kick. These two are much easier to take down than Misha, but they are more deadly when fought at the same time.



ALTERNATE

MISSION 3
CHOPPER AMBUSH

MISSION

CAR ESCAPE/DRIVE-BY

OBJECTIVE

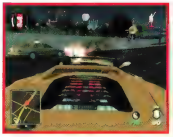
Escape Helicopter

COMPLETION RESULTS

Mission Unsolved: Enter Mission 5 "Hangar Showdown" through second half of the intro.

Mission Solved: Enter Mission 4 "Driving to Airport" through the alternate intro.

Upon assuming control, the chopper races ahead, turns and hovers as the thugs unload on Nick's car. Exiting the vehicle is tempting, but it's safer to remain inside. However, be prepared to bail out of the car if its condition hits red. As soon as you have control, use Precision Shooting and take aim at the top of the helicopter where the rotors meet the frame—the targeting reticule turns red on this vital location. The helicopter should be down in seconds. Watch the damage done to the whirlybird on the helicopter icon in the top right corner. Target either man on the sides of the helicopter as well—the blonde thug on the right side of the helicopter is armed with a grenade launcher! Taking out the men (the helicopter flies away) or the helicopter completes the mission.



MISSION 4

DRIVING TO THE AIRPORT

DESTINATION DRIVING

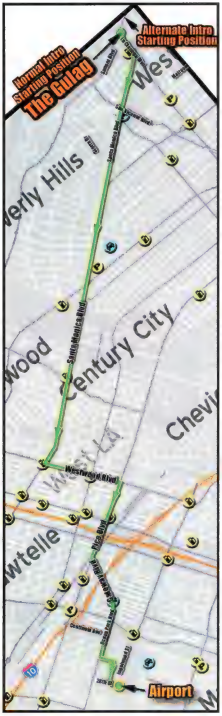
OBJECTIVE

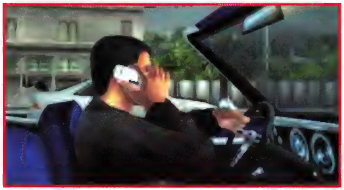
Drive To Airport — **Solve Street Crimes (optional)**

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: Enter Mission 5 "Hangar Showdown" through the normal intro.





This destination driving mission begins at the Gulag, heading east on Sunset. Starting this mission from the alternate intro, Nick begins a block farther east on Sunset. Turn back towards the Gulag and take the same path back towards Venice that you followed in Mission 2 "Back To The Gulag." There are plenty of Combat Trials, Gun Courses, and Driving Courses in the area, so take this time to perform some upgrade challenges. Spend some time busting criminals on the street to increase Reward Points. When you are ready, enter the green marker at the airport.

EPISODE I II III IV V VI VII VIII

MISSION 5
HANGAR SHOWDOWN

SHOOTOUT

OBJECTIVE

Shoot Commandos

COMPLETION RESULTS

Mission Unsolved: Watch the failed ending cinematic.

Mission Solved: Enter Mission 6 "Jetting Away".

Begin by running forward to the nearest wooden shipping crates to avoid the fire from the first four commandos. The wooden crates are full of counterfeit money and suffice as cover, even as they get blown to bits. One side of the crate always remains intact, providing excellent protection from bullets.

Lean up against the side of the crate and work around to a side to get a clear shot at the commandos. Whip around the crate and take out the guards. It's also possible to rush them from the beginning and cut them down before they stop to shoot. Pick up their weapons to mow them down.

Head for the large jet fuel tanks in the corner along the right wall of the hangar. Move quickly and look for the nook created by the tanks and the metal storage containers. Use the nook to hide from the two commandos entering the nearby doorway. Whip around the side of the metal crates and use a slow motion sideways jump to eliminate them. The gas tanks gloriously explode when shot and could be used to destroy enemies that stand near them. Stand ready for a third commando to enter the room through the same door.

While walking into the aisle past the fuel tanks, one commando appears on the top of the office and another on the floor below. Use the car for temporary cover and pop up to take them out. While approaching the end of the aisle, another commando appears above. He's atop the red storage container at the end of the office structure. Plug both before either has a chance to shoot. Look for the Health Pack on the wall at the end of the office.

Around the first corner, a commando appears up high on a catwalk to the right. Walk back towards the office structure to get a clear shot over the storage container to hit the commando.

SHOOT ON RELOAD!

All these commandos must reload when they empty their magazines. Listen closely for the pause and whip around a corner and attack as they reload.

HEALTH PACK

Find one of the two Health Packs in the hangar at the end of the office before heading into the maze of shipping containers.

Three more commandos appear while Nick rounds the corner. All three run through the opening in the containers. Gun 'em down quickly and use slow motion if you feel it might save some wear and tear on Nick's health.

Walk cautiously through the opening. The floor is clear, but a commando appears on top of the following container.

Slow motion jump while rounding the previously mentioned container. There's a guard waiting on the other side. Look for the Health Pack on the wall near the door in this area.

A commando hides behind a barrel covering a nook between the following two shipping containers on the right. Shoot the barrel to blow the commando out of the nook. This may not kill him, so be ready to plug him.

Two commandos enter the room through the upper doorway on the catwalk as Nick approaches the large fuel tank in the clearing. Use Precision Aim as soon as the door opens so the slow motion kicks in by the time both of them are on the catwalk. You could also shoot the tank below them, but the explosion doesn't always take out both.

Press up against the last storage container in the aisle and scoot up to the edge. A gunman with some serious firepower enters the room on the catwalk around the corner. Wait for him to empty his magazine before whipping around the corner to knock him off his perch.

Use a slow motion jump shot just past the container sitting in the middle of the following aisle. Take down the two commandos that run from behind the container and the barrels to the right.

Run behind the last money crate and take cover as a commando enters the room above the last fuel tank. This commando fires a grenade launcher from the catwalk. Use a slow motion backward jump shot and finish him off before he releases another grenade. Stay clear of any rolling grenades that have not yet exploded.

One last attack occurs as Nick approaches the exit. Three commandos run from behind the containers to the right. Run back for cover or immediately slow motion jump sideways and shoot the commandos. Head through the exit to complete the mission.

Hangar

MISSION 6
JETTING AWAY

CAR CHASE

OBJECTIVE

Shoot Rocky's Jet

COMPLETION RESULTS

Mission Unsolved: Receive Failed Ending cinematic.

Mission Solved: Enter Mission 7 "Finale: Puppet Master."

The objective is to bring down Rocky's jet before it gets airborne. Race behind the jet, then use Precison Shooting to aim at and destroy both engines on the jet. The plane's health is indicated at the top right corner of the screen.

Destroying the two engines just about finishes off the aircraft, but keep shooting until the mission is completed.

MISSION 7

FINALE: PUPPET MASTER

HAND-TO-HAND

OBJECTIVE

Fight General Kim

COMPLETION RESULTS

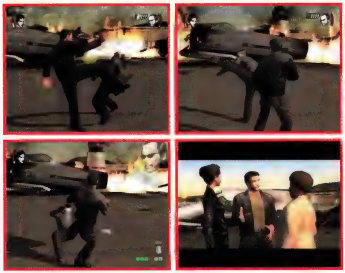
Mission Unsolved: Unlock Failed Ending cinematic.

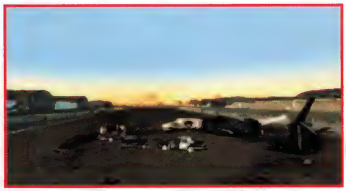
Mission Solved: Complete the game with Best Ending cinematic.

Han Yu Kim is much tougher than other adversaries with the same number of exclamation points. He possesses quick moves and respectable grapple attacks. Even if you've been upgrading fighting skills all along, this remains a surprisingly tough fight. Striking Kim enough times in a row to get a stun is difficult.

Unlike other fights, blocking is the key to survival and victory. When the General strikes once, pull back and block to avoid being hit by any more attacks in his combo string. Return with a Running Attack and use low kick and punch combos to beat through General Kim's exclamation points until he falters. Quickly execute favorite finishing moves when this occurs.

Run up behind him and sucker punch the unsuspecting General continuously until he staggers and sways near unconsciousness once again. Use Grapple Attacks from behind after knocking him down. He's quick to roll away once on the ground, so Ground Attacks must be done quickly. Continue the beating until the General can take no more. For a change of pace, pick up some debris and either wield it as a weapon, or throw it.





NOT ON FIRE?

Stay clear of the flames, and don't bother trying to knock Kim into the fire. He is impervious to it, while Nick remains flammable.

ALTERNATE

EPISODE IV RETRIBUTION MISSION 1

STRIP CLUB DETOUR

EPISODE

DESTINATION DRIVING

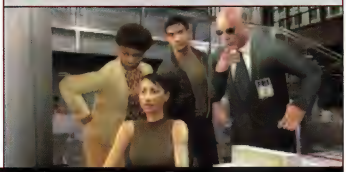
OBJECTIVE

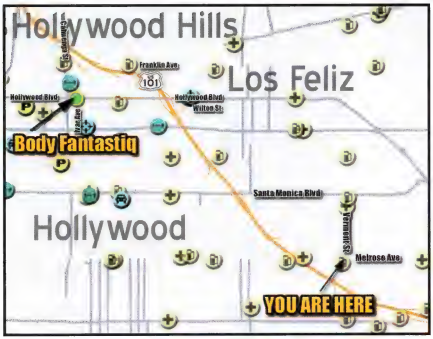
Drive to Strip Club — Solve Street Crimes (Optional)

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: Enter Mission 2 "Cat Fight."





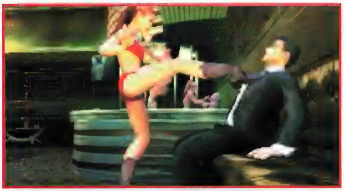
The mission opens with Nick heading north on Vermont St near Melrose Ave. The strip club is located on Hollywood and Ivar Ave. This is not a timed driving challenge, so spend some time beefing up Reward Points by challenging street criminals. Check the map for nearby 24/7 upgrade locations and take advantage of this time to work on various skills. Entering the green marker outside the strip club completes the mission.

MISSION 2
CAT FIGHT

HAND-TO-HAND

OBJECTIVE
Fight Strippers

COMPLETION RESULTS
Mission Unsolved: Enter Mission 3 "(Alt) Lola Rush."
Mission Solved: Enter Mission 3 "Cruising for Lola."



One of the more interesting fight sequences in the game, "Cat Fight" pits Nick against a slew of strippers and a roughneck bouncer. Interestingly enough, most of the girls can fight just as well, if not better than, the bouncer. Two of the ladies carry horsewhips as weapons; most of these girls have 4 exclamation points, while a few weaker ones have 3. Consider taking the armed strippers out after defeating Gypsy. The strippers break out of their cages as Nick approaches. Use grapple moves to disarm the whip-wielding dancers. The whips inflict enough damage to warrant kicking it up and using it against the gang.

Since there are so many fighters, keep moving to avoid being surrounded. Concentrate on bringing one fighter down at a time. The two dancers with the whips are the best fighters, with first-rate blocking skills, which makes grapple moves to disarm them difficult to perform. Stick with kick-punch combos and grapple them as they return to their feet. The bouncer comes out last, but he's a pushover. Use combos and upgrade moves to eliminate him.

MISSION 3
CRUISING FOR LOLA

DESTINATION DRIVING

OBJECTIVE

Drive to Lola Meeting — **Solve Street Crimes (optional)**

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: Enter Mission 4 "The Driving Test."

The Spot can be seen on the right between Ivar and Cole St. This is not a timed driving challenge, so take the time to upgrade your skills at local 24/7 locations and clean up the streets for Reward Points. Enter "The Spot" to end the mission.

Nick begins where he left his car in Mission 1—outside the Body Fantastiq on Hollywood Blvd and Ivar. Ivar is a one-way street, but it's the easiest and quickest route to "The Spot." Head south on Ivar and avoid oncoming traffic, then take a right on Santa Monica Blvd.

ALTERNATE

MISSION 3
LOLA RUSH

MISSION

TIMED DRIVING

OBJECTIVE

Race To Meet Lola

COMPLETION RESULTS

Mission Unsolved: Enter Mission 5 "(Alt) Five Laps" through the alternate intro.

Mission Solved: Enter Mission 5 "(Alt) Five Laps" through the normal intro.

You have 1 minute 28 seconds to reach the factory. How long you allow the cinematic to play, and how far Nick drives with traffic during the cinematic determine where the mission begins. It could be facing west on Sunset, or Nick may have made it a few blocks north on Cahuenga Blvd. Make a U-turn and head east down Sunset. Turn right on Van Ness in Los Feliz. Avoid all traffic by driving on the wrong side of the road if necessary, and use the siren to help get through traffic. Speed south on Van Ness and turn left on Melrose Ave without slowing for the turn. Down a couple blocks just after Wilton Place is a green marker in front of the Cookie Factory. You can make it with around 6 seconds to spare with the original vehicle, so driving an upgraded vehicle makes this challenge that much easier.

MISSION 4
THE DRIVING TEST

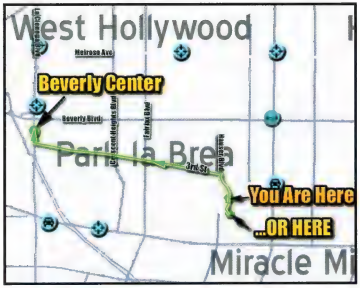
TIMED DRIVING

OBJECTIVE

Race To Beverly Center

COMPLETION RESULTS

Mission Unsolved: Enter Mission 5 "(Alt) Five Laps" through the alternate intro.
Mission Solved: Enter Mission 5 "Police Getaway."



While cruising west on Sunset Blvd, Lola Gees talks of the man known as the "General" for whom she is performing the heists. She challenges Nick to reach the Beverly Center across town in heavy traffic. Complete the challenge in the 1 minute 28 seconds provided to pass the challenge and enter Mission 5.

You gain control of the van around Burnside (southernmost starting location on the map) or Hauser Ave (northern starting position). Sometimes you may even begin a little more east of these locations on Maryland Dr. No matter where it originates, the mission starts in a tangle of roads around Park La Brea. Follow the route indicated on the map to get to the Beverly Center on La Cienega Blvd with approximately 15 seconds to spare. The key is to take the short bit that remains of Hauser Blvd out of the twisting mess of roads to 3rd St. Take 3rd all the way west to La Cienega where the Beverly Center is one block to the north.

MISSION 5
POLICE GETAWAY

CAR ESCAPE

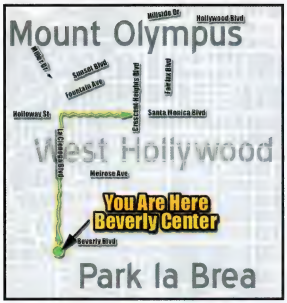
OBJECTIVE

Escape Police

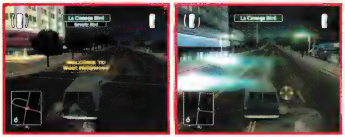
COMPLETION RESULTS

Mission Unsolved: Enter Crime Patrol, then Alternate Episode V Mission 1 "The Airport Lead" through the alternate intro.

Mission Solved: Enter Mission 6 "Busting Lola."



The cop is right on Nick's tail so if you are going to outrun him, remain on La Cienega while weaving from right to left into oncoming traffic to avoid the policeman's bullets. Swerving in and out of traffic and other street obstacles not only keeps the holes out of the van, it also increases the chances that the cop will get in an accident of his own as he tries to follow your every move. The mission is won when a certain distance between you and he is achieved.



Stick to the large roads to lessen the chance of getting hung up on a small residential street. Turn right on Santa Monica (if the tail lasts that long) and continue the same tactic of weaving through the street.

The mission is failed if you destroy the van. Exiting the van is not an option, so keep an eye on the van's health in the top left corner of the screen. Another solution involves shooting the cop car in Precision Shooting mode. Use the first person driving view, enter slow motion and aim for the gas tank or tires.

ALTERNATE

MISSION 5 FIVE LAPS

MISSION

CAR RACING

OBJECTIVE

Beat Lola In Five Laps

COMPLETION RESULTS

Mission Unsolved: Enter Crime Patrol, then Alternate Episode V Mission 1 "The Airport Lead" through the alternate intro.

Mission Solved: Enter Mission 6 "Busting Lola."

The race through the parking lot is all about control and evasion. The placement of road barricades and storage containers outlines the course. It is also littered with barrels of fuel, which explode on impact. Consider them the biggest threat in the race. Beating Lola in her van is not difficult, keeping a car intact until it crosses the finish line for the fifth time is.

Nick begins the challenge outside of his vehicle. The race eventually starts regardless if he enters the vehicle or not.

Use the handbrake in the turns and gun it in the short stretches of straight road. Watch for Lola's headlights to gauge her distance when she's trailing Nick's car. If she attempts to pass, run her into the barricades, containers, or explosive barrels. Once past the finish line for the fifth time, the mission is solved.

MISSION 6
BUSTING LOLA

HAND-TO-HAND

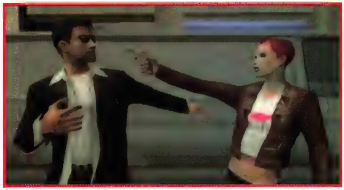
OBJECTIVE

Fight Lola

COMPLETION RESULTS

Mission Unsolved: Enter Crime Patrol, then Alternate Episode V Mission 1 "The Airport Lead" through the alternate intro.

Mission Solved: Enter Mission 7 "Finale: Sniper Redux."



The brawl with Lola in the bank parking lot is a straightforward fight with no weapons or objects at hand. The fiery, pink-headed bank robber can put up a fight using all the tricks in the book: grapples, fancy kicks, an unblockable cartwheel attack, and punch combos. She has 6 exclamation points to knock through to get a stun, but she's no match for Nick Kang's fists. Nick's punching speed is much more than she can handle, provided you've been upgrading fighting skills. It's possible to stun her without too much effort, while using only punch and kick combo attacks. Instead of trying a Ground Attack (she rolls away quickly), move behind her and perform a grapple attack as she stands. Win the fight, and prepare for this Episode's final mission.

MISSION 7
FINALE: SNIPER REDUX

SHOOTOUT

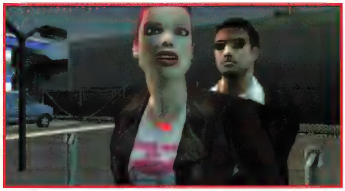
OBJECTIVE

Shoot Sniper

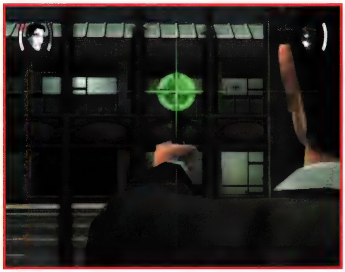
COMPLETION RESULTS

Mission Unsolved: Enter Crime Patrol, then Alternate Episode V Mission 1 "The Airport Lead" through the alternate intro.

Mission Solved: Enter Alternate Episode V Mission 1 "The Airport Lead" through the normal intro.



A sniper is on the upper balcony of the motel across the street. Nick is confined to the bank parking lot. Run forward to the short brick wall and crouch down. From this position, shoot trough the fence and return to third person view to quickly duck under the wall when the sniper returns fire.



In the Precision Aiming view, look for the slowly approaching sniper's bullets. If one looks to be headed for Nick, duck behind the wall. Fortunately, the sniper's aim isn't the best. Stand in one place for a while and take pot shots at the sniper without worrying about taking a bullet. The sniper runs back and forth along the balcony and behind support beams, which make it difficult to hit him. When he runs from behind the beams and stops in the clearing, let him have it!

VEHICULAR SAFETY

There's a safe spot two steps behind the van. While Nick stands at the correct spot, he can fire while the sniper can't shoot him.

MISSION X
BONUS CRUISIN'

BONUS UPGRADES

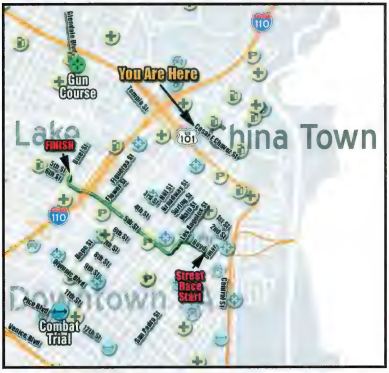
OBJECTIVE

Drive To Bonus Destination — **Solve Street Crimes (optional)**

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: N/A – Enter Alternate Episode V Mission 1 "The Airport Lead."



Bonus Cruisin' opens with Nick facing southeast on Cesar E Chavez St at the corner of Grand St. Heading north on Grand leads to Glendale Blvd, although Grand changes names a handful of times beforehand. Take a left on Glendale to find the Bonus Gun Course off of Temple St on Glendale Blvd.

The Bonus Dojo is on Olive and 12th St (miles to the south). And the Street Race is on Boyd and Omar. This Street Race is the toughest Bonus Cruisin' race yet. You will have a hard time keeping up with the cars, if you're still using the original convertible.

The race begins facing northwest on Boyd St. The best route to take is to follow Boyd to Los Angeles St. While turning left onto Los Angeles, cut through the wide-open lot on the corner and continue to speed down Los Angeles until reaching 5th St. Oddly, 5th St is actually two streets down from 4th. Turn right on 5th and take it all the way past the 110 where 5th turns into 6th Street. Two streets past the 110 is Bixel Street. Turn right on Bixel and the finish line is one short city block away on 5th St.

A L T E R N A T E

EPISODE V
HIGH-RISE TERROR
MISSION 1
THE AIRPORT LEAD

E P I S O D E

DESTINATION DRIVING

OBJECTIVE

Drive To Airport — **Solve Street Crimes (Optional)**

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: Enter Mission 2 "Chasing Assassins."

Nick begins in the Cheviot Hills area, driving on the Kincardine Exit off Highway 10. Entering through the alternate intro starts things off a bit further down Kincardine. The objective is to reach the hangar at the Santa Monica Airport. However, this is not a time trial and you have nothing but time to get there. Use this time to bust crime and hit the 24/7 upgrade locations (see map for local 24/7 locations). Afterward, head to the green marker outside the hangar on Airport Ave. It's a long drive, so there is plenty of time to bust some bad guys.

MISSION 2
CHASING ASSASSINS

CAR CHASE

OBJECTIVE
Chase Assassins

COMPLETION RESULTS
Mission Unsolved: Enter Mission 4 "Bank Standoff."
Mission Solved: Enter Mission 3 "A Race Downtown."

The large box truck that flees the hangar races down Airport Blvd heading east. Jump into the car and take off after the truck. Precision Aim at the truck as it comes into range. First, aim for the commandos in the back that are returning fire, then worry about disabling the truck. The gunmen in the back are the major threat, so watch the car's health at top left corner of the screen. If the car is about to blow, bail out (Commandeer Button while driving) and find another vehicle. The truck can be stopped easily before it leaves Airport Blvd by either shooting out the tires, or taking out the exposed gas tank near the front of the truck. Once the truck is stopped, the mission is complete.

MISSION 3
A RACE DOWNTOWN

TYPE: TIMED DRIVING

OBJECTIVE

Race Downtown

COMPLETION RESULTS

Mission Unsolved: Enter Mission 5 "(Alt) Going Up."

Mission Solved: Enter Mission 4 "Bank Standoff."

Getting from Freeway 10 east to 5th St and Grand Ave in Downtown LA in 2 minutes and 3 seconds is all about knowing the freeway cloverleaf and having a fast car. There are two fast routes available to reach the First Equity downtown; each takes about the same amount of time, although one may be more risky.

ROUTE 1

(Green route on map) Take 10 east to the Pico Blvd Pasadena 110 exit. This small ramp curves under the freeway and turns north to a split. Stay to the left to enter Pasadena 110 north; a left leads to Pico Blvd and West Lake. Stay on 110 north and exit to the right on the 6th Street ramp. Race down 6th street heading southeast, then turn left on Grand Ave. Go up one block and enter the green marker on 5th and Grand.

ROUTE 2

(Red route on map) If the cloverleaf puzzles you, take 110 north past the cloverleaf and exit on Grand Ave. Turn left on Grand and follow it all the way to 5th street where the action is. This route is a little more risky since it requires traveling against traffic on Grand Ave! Start up the siren to encourage cars to keep out of your path.

MISSION 4
BANK STANDOFF

TYPE: SHOOTOUT

OBJECTIVE

Reach Bank Entry

COMPLETION RESULTS

Mission Unsolved: Enter Mission 5 "(Alt) Going Up" through the second cinematic segment.
Mission Solved: Enter Mission 5 "Lobby Firefight."

If you like shootouts then you're going to love this mission! Nick takes on a troop of well-armed bank robbers on the streets of downtown Los Angeles. The commandos leak out of the bank one squad after another while attempting to prevent Nick's incursion.

There are six squad cars on the street that can be used as cover. Use these cars as cover, but clear out when they begin to issue black smoke. Exploding cars are hazardous to Nick's health.

The first squad consists of two commandos who rush the closest squad car. Hide behind the squad car and select the commando on the left, who is inching towards Nick's position. Pop up from cover when there is a pause in his fire and eliminate him. Take out the guy on the right in a similar fashion, then pick up the high-powered weapons they drop. The next three gunmen appear upon reaching the next closest squad car. There is one commando in a fourth floor window of the bank and two more run from behind next squad car.

Duck behind the squad car and pop up to take out the two commandos on the street, then take aim at the one in the bank's fourth floor window. Three more gunmen appear while approaching the next squad car—the one where the last two commandos were hiding. Another gunman can be seen in a fourth floor window, on the left side of the bank entrance. Two commandos run from behind the squad car near the curb. Use the next squad car for cover while shooting the two gunmen near the curbed squad car. Take out the man in the window last.

As Nick approaches the police car at the curb, two gunmen run out of the bank entrance. Use slow motion jumps to take out these men as they approach. Three more exit the door as Nick draws near the bank entrance. Run and shoot to avoid bullets while eliminating them. The last man to exit has a hostage. Use Precision Aim and neutralize the terrorist. Enter the bank to finish this mission.

MISSION 5
LOBBY FIREFIGHT

SHOOTOUT

OBJECTIVE

Shoot Terrorists

COMPLETION RESULTS

Mission Unsolved: Enter Mission 5 "(Alt) Going Up" through second cinematic piece.
Mission Solved: Enter Mission 6 "Hostage Crisis."

COMMANDO SQUAD 1

Run up to the center pillar and shoot the terrorist on the other side of the room. Duck behind one of the tables that protrude from the center pillar. Stay in this location during this part of the firefight. When the commandos pause to reload, stand up and let them have it. There are three commandos in the first round of attacks.

COMMANDO SQUAD 2

When the first group is cleared the second group enters the room near the first squad's position. Use the same pillar and tables for cover and don't move from this position until the second group has been eliminated. Watch to the sides as some commandos attempt to sneak around the pillar and tables to get a clear shot. There are four gunmen in the second squad.

One commando in this group is behind the bulletproof teller booths, launching grenades into the room. The grenade launcher's range is, fortunately, too short to reach behind the pillar tables. use Precision Aim to hit the thug through the round metal hole in the bulletproof window. Shoot out the metal disc, then when the terrorist walks behind the hole, let him have it. You may need to reposition Nick so that the hole lines up with the position of the terrorist when he stops pacing.

COMMANDO SQUAD 3

After taking out the last guy in the second squad, turn around and prepare to shoot terrorists entering the room through a couple the doors on either side of the bank's entrance. A third guard enters the same door on the opposite side of the lobby where the previous squads have been entering. Two more guards replace the gunmen defeated near the entrance, so don't stay turned around for long. Shoot one and pivot to shoot the next in the other direction. Keep this up until all that is left is the sixth terrorist with the grenade-launcher behind teller booth. Take him out from a safe distance. Look for the Health Pack next to the doorway to the left of the entrance.

COMMANDO SQUAD 4

The last squad to arrive enters the door in the back of the lobby in pairs. Defeat the first two as they enter the room and two more spill in to take their place. A final grenade-launching commando appears behind the bulletproof teller window. Once he is dead, the mission is complete.

Bank Lobby

ALTERNATE

MISSION 5 GOING UP

MISSION

SHOOTOUT

OBJECTIVE

Reach VIP Office

COMPLETION RESULTS

Mission Unsolved: Receive Failed Ending cinematic.

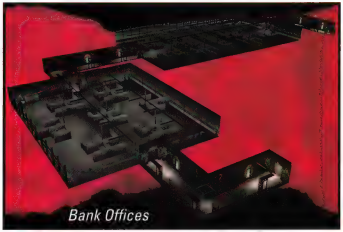
Mission Solved: Enter Mission 7 "Finale: Bad Politics."

This mission requires shooting through four terrorist-infested floors. Small Health Packs are on the first two stairways and a large one is on the third stairway.

Expect commandos around every corner, so approach corners cautiously. Inch forward toward corners, then as soon as gunmen appear, use a slow motion backward jump while firing. Take the weapons as they are dropped.

Back up against the walls and inch toward corners to peek around. Swing the camera around to see down the hallway instead of sticking Nick's head into potential danger. Swing around a corner from a wall-hugging position to blast the commandos. Let up on the trigger to return to the covered position.

The fourth floor is the smallest. It's merely an "L" shaped hallway with the five remaining commandos guarding the hallway before the exit. Draw them into the hallway and slow motion jump backwards and mow them down. Enter the now unguarded doorway to complete the mission.



Bank Offices

MISSION 6
HOSTAGE CRISIS

SHOOTOUT/EXPLORATORY

OBJECTIVE

Reach VIP Office

COMPLETION RESULTS

Mission Unsolved: Receive Failed Ending cinematic.
Mission Solved: Enter Mission 7 "Finale: Bad Politics."

This is by far the hardest shootout in the game. Begin by shooting the commando in the first doorway while rounding the corner in the hall.

1ST OFFICE

The first room has three hostage situations: one behind the first row of cubicles in the middle of the room and two in the back corners of the room. Playing good cop for this mission can be nearly impossible without some upgrades. If you don't mind gunning down the hostages with the terrorists, then this mission is much easier. The only drawback to shooting the hostages (only drawback for Nick that is; the hostages probably have a different perspective) is that Reward Points are deducted. Approach the walkways from around the cubicles to make the assailants appear, then enter first person mode to pick them off before they're aware of the danger.

Upon approaching the exit, three commandos run into the room and two others are visible at the end of the next hall. Use slow motion jumps from either side of the room to avoid having to deal with the guys at the end of the hall. When they go down, slow motion jump from one side of the exit to the other to defeat the two commandos at the end of the hallway. Find the Health Pack on the wall behind the water cooler and exit the room slowly.

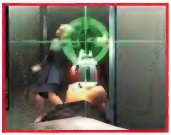
2ND HALLWAY

Entering the hallway triggers two terrorists to round the corner. Jump backward in slow motion and fire away. Creep up to the corner they appeared from and prepare to take down three more before entering the 2nd office.

Take the machine gun from the floor and approach the door to the next office. Use short bursts of fire to bring down the two terrorists inside the 2nd office. Do this from the hallway, then slowly enter the office.

2ND OFFICE

How you explore the rooms determines which terrorist and hostage will appear. By walking through the middle of the second office, a bad guy appears to the right, behind the first set of cubicles. Patiently creep up far enough to see his arm holding the hostage out in plain sight. Shoot his arm in first person mode to get him to let go of the hostage. If he survives, he comes from around the corner firing. Plug him again.



Entering the room and walking to the left or right, triggers a hostage and terrorist to appear in either of the corners. A few enemies pop up from the tops of desks while approaching the center of the room. When this happens, back up to get a shot at them over the cubicle walls from a safe distance. Use Precision Aim or a slow motion jump.

If you want to defeat all of the enemies and free all the hostages, walk around the entire office to make them all come out from hiding. To get through easily, stick to one side of the room as much as possible to avoid some terrorists. There are plenty of Health Packs in this room. Look on the cubicle wall facing Nick while walking into the office to find the first one. Another Health Pack is on the left side of the room in a cubicle on the far side of the center walkway. The third one is on the wall to the left of the exit.

Getting to the exit is a battle of its own. Approach the exit and watch out for the three gunmen entering the room. Two other gunmen pop out if Nick runs behind the cubicles on the right side of the room. It's best to get to the right backside of the room to take out the two gunmen there, then approach the door to fight the three terrorists that burst into the room.

LAST HALLWAY

Three gunmen come around the corner as Nick enters the last hallway. Use the previous terrorists' weapons to quickly gun them down before they get off a shot. Around the corner at the end of the hall are three terrorists holding the last hostage in front of the final door. If you are low on health at this point, throw away the non-aiming weapons and creep up to the corner to pick off the terrorists with Precision Shooting.

MISSION 7
FINALE: BAD POLITICS

TYPE: HAND-TO-HAND

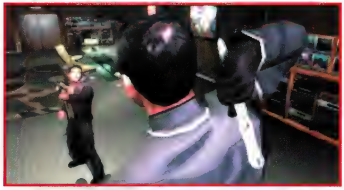
OBJECTIVE

Fight General Kim

COMPLETION RESULTS

Mission Unsolved: Enter Failed Ending cinematic.

Mission Solved: Enter Poor Ending cinematic, however, the case remains unsolved.



The General is an extremely quick fighter who can land some damaging blows. If you haven't been upgrading fighting skills, this fight won't go well. You should have Upgrade 9 fighting skills for the increased speed and to have access to some good finishing moves.

The key to defeating Kim is to be patient and block often. Try coming at him with a Jump-Kick out of a block. Lay into him with punch and low kick combos, then block when there is a pause at the end of your combo.

If he lands one hit, pull back and block the rest of the blows that are sure to follow. Don't be too proud to run. Run away and return with a Running Attack.

Another effective move is using individual low kicks while backing away. to make grapple attacks count, wait for Kim to commit to a combo, then time a grapple attack to land as a counter.

ALTERNATE

EPISODE VI RAMPAGE MISSION 1 REVENGE RUSH

TIMED DRIVING

OBJECTIVE

Race To The Gulag

COMPLETION RESULTS

Mission Unsolved: Enter Mission 2 "(Alt) Gulag Goons."

Mission Solved: Enter Mission 2 "Rocky's Getaway."

EPISODE

This entire Alternate Episode focuses on Nick's revenge on everyone involved with what happened with his brother. He throws his investigation out the window and goes on a rampage to avenge his brother's death. The rampage begins with this timed driving challenge. 1 minute and 28 seconds are on the clock to get from La Cienega Blvd and Clinton St to reach the Gulag on Sunset Blvd in Hollywood Hills. This is a simple driving challenge. Drive north on La Cienega and take a right on Sunset to reach the Gulag with plenty of time remaining on the clock.

MISSION 2
ROCKY'S GETAWAY

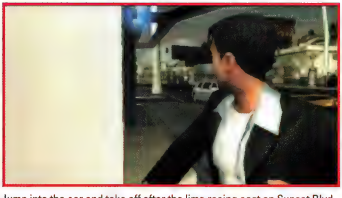
CAR CHASE

OBJECTIVE

Chase Rocky

COMPLETION RESULTS

Mission Unsolved: Enter Mission 4 "Wu's Turn" through an alternate intro.
Mission Solved: Enter Mission 3 "The Bodyguard."



Jump into the car and take off after the limo racing east on Sunset Blvd. The red blip on the Mini-Map illustrates its position. The limo almost always takes the same path, unless you alter its path by attacking or ramming the vehicle. It takes a right onto Sweetzer Ave a few blocks away from the Gulag. The limo turns left on De Longpre Ave and right on Harper. From there it turns left on Fountain Ave.

No matter what car is used, try to catch Rocky as he's turning onto Sweetzer. When approached, Misha fires from the driver's seat, with Rocky joining in from the back seat.

Immediately after pulling up behind the limo, enter Precision Shooting mode and begin moving the reticule to the back of the limo. It may help to use Precision Aim to get a better look at the back of the limo. With all of the gun upgrades, aim the targeting crosshairs to the middle of the rear bumper near the license plate. This is the sweet spot, the gas tank! Fire away and watch as the limo burns and flips trunk over hood. Rocky and Misha exit the burning vehicle with their hands up.

ALTERNATE

MISSION 2
GULAG GOONS

MISSION

HAND-TO-HAND

OBJECTIVE

Fight Rocky's Goons

COMPLETION RESULTS

Mission Unsolved: Enter Mission 5 "Payback" through the alternate intro.

Mission Solved: Enter Mission 4 "Wu's Turn" through an alternate intro.

The guy in the glasses wearing a jogging suit (Misha) is the biggest threat and should be dealt with first. He has 6 exclamation points, while the other two thugs have 5 exclamation points. While they are not quite as tough, they are by no means pushovers. Misha could very well be the best unarmed fighter faced in the game thus far. You do not want to allow the thugs to double up, so keep moving to avoid getting too close to the other two fighters while engaged with Misha. Make a habit of pulling away and returning to keep Misha in the forefront and return with a Jump Kick to start combos. Pull back and block if he lands a hit. Usually, if he lands one, more quickly follow. Use your favorite Upgraded Finishing Move when he's stunned and follow up with a Ground Attack.

Move around behind Misha after the Ground Attack and perform a grapple Attack as he stands. If he's not facing Nick, he can't block it! Repeat the Ground Attack and grapple pattern until he's defeated.

Knock the bad guys into the electrifying amps and speaker cabinets for explosive results! Using anything but punch and low kick combos may be too slow when fighting any of these goons. The remaining two goons stick together and try to double-team. If one approaches while Nick is engaging the other, run away. Return when the two have split, leading with a Jump Kick.

MISSION 3
THE BODYGUARD

HAND-TO-HAND

OBJECTIVE

Fight Misha

COMPLETION RESULTS

Mission Unsolved: Enter Mission 5 "Payback" through the alternate intro.

Mission Solved: Enter Mission 4 "Wu's Turn" through the normal intro.

If you fought Misha in this Episode's alternate mission or in "Rocky's Trap" in Episode VIII, then you know what a good fighter he is. He's no General Kim, but he can stand up to the best of them.

The fight takes place on the street and there is plenty of room to retreat if the need arises. Misha favors the punch combos, which is his strength and Achilles Heel. Use low kicks to penetrate his defense and, after landing a low kick, follow it up with punches. As soon as he lands a punch, pull back and block to stop any follow-up strikes. Once he's stunned, use the best Upgraded Finishing Move available, followed by a quick Ground Attack. Try to get behind him as he rises, and use either a sucker punch or a grapple attack.

MISSION 4
WU'S TURN

DESTINATION DRIVING

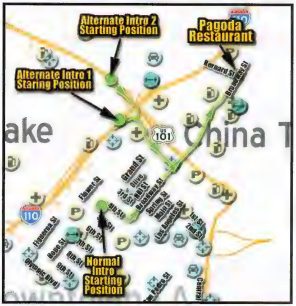
OBJECTIVE

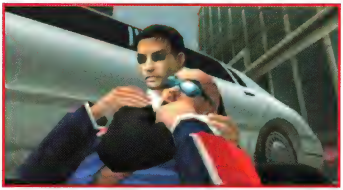
Drive to Wu's place — **Solve Street Crimes (optional)**

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: Enter Mission 5 "Payback" through the normal intro.





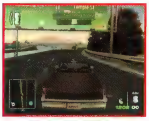
This is not a timed driving challenge, so there is no rush to get to the Pagoda. Solve street crimes for Reward Points and try for 24/7 upgrades that haven't been unlocked. When you are ready, head to the restaurant. If you want to go straight to the restaurant from the beginning of the mission follow the directions from each starting position for an easy route.

Normal Intro Starting Position

If you entered this mission through the normal intro (defeating Misha in the street fight) this mission starts downtown on Grand and 4th. Turn right on 4th St and left on Broadway. Take it all the way to the Pagoda on the corner of Bernard and Broadway.

Alternate Intro 1 Starting Position

If you entered this mission through the first alternate intro (failing to stop Rocky's Limo in Mission 2) the mission opens with Nick heading east on Interstate 10 near the cloverleaf in Chinatown. After Nick descends the Temple St. exit, take a left and head to Broadway. Turn left on Broadway and take it all the way to the Pagoda on the corner of Bernard and Broadway.



Alternate Intro 2 Starting Position

Entering this mission through the second alternate intro places Nick on the 101, heading south, just before the Chinatown cloverleaf. Remain on the 101 past the cloverleaf and exit on Temple. Take a left and head to Broadway. Turn left on Broadway and take it all the way to the Pagoda on the corner of Bernard and Broadway.

MISSION 5 PAYBACK

SHOOTOUT

OBJECTIVE

Reach the Green Marker

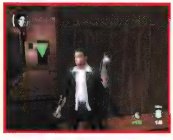
COMPLETION RESULTS

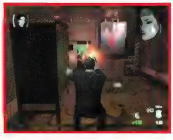
Mission Unsolved: Enter Mission 7 "Rocky's Loot" through the alternate intro.

Mission Solved: Enter Mission 6 "Off To The Airport."

After entering this mission through the normal intro, only one thug appears in the first room. Viewing the alternate intro adds a hostess to this thug. Use the short wall next to the keyhole doorway to avoid the bullets. Pop up and shoot when there is a pause in the firing. Take a right upon entering the room and approach the next clearing cautiously. Two gunmen appear to the left, behind the partition—one of them is the hostess if you watched the normal intro—and another enters the room through the doorway to the right. Use Precision Shooting moves to control the chaos. A Health Pack is located next to the doorway; don't get near it until the last thug enters the room through the door. Most of the gunmen carry powerful pistols. Pick them up and use them when it's safe. When Nick heads away from the door to the entrance to the following room, a gunman appears. Drop him and continue.

Head straight through to the back of the restaurant and shoot the four gunmen who appear. Hide behind the last partition before the back exit and wait for a lull in the hail of bullets. There's one cook that runs out of the last room and two armed women that appear in the exit as Nick approaches. Use a slow motion sideways dive to plug the guards and head towards the exit. Now enter the doorway to complete the mission.





MISSION 6
OFF TO THE AIRPORT

DESTINATION DRIVING

OBJECTIVE

Drive to the Santa Monica Airport **Solve Street Crimes (Optional)**

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: Enter Mission 7 "Finale: Rocky's Loot."

Drive on 10 west for a spell. Take a right on the Bundy Dr south exit ramp. Bundy south turns into Centinela Blvd. Take a right at Airport Ave from Centinela. Drive into the green marker outside the hangar just ahead to solve the mission.

This is destination-driving challenge. Drive from Crenshaw Blvd to the Santa Monica Airport. If you're looking to get there quickly, follow the route indicated on the map; if you are looking for Combat Training, Driving Courses, and Gun Courses, these are found along the way, and also on the map. The easiest way to get to the airport is to take to the freeways. Head south on Crenshaw Blvd and take a right on the 10 West ramp ahead.

MISSION 7
FINALE: ROCKY'S LOOT

CAR ESCAPE

OBJECTIVE
Escape With Money Truck

COMPLETION RESULTS
Mission Unsolved: Enter Crime Patrol, then Alternate Episode VII Mission 1 "Race to Rocky's Lair" through the alternate intro.

Mission Solved: Enter Bonus Cruisin, then Alternate Episode VII Mission 1 "Race to Rocky's Lair" through the normal intro.

The armored car is durable, which makes good protection in a standoff. First, enter the first person driving view so you can see directly in front of the armored car. Next, swing the truck around and go in reverse until you spot the pursuing cars. Enter Precision Shooting mode and move in close to get a good shot. Place the targeting reticule on the shooters hanging out of the car and fire! Next, attack the vehicle itself until it can no longer move or until it explodes. Drive away from the red blip on the Mini-Map until it disappears and the mission is complete.

MISSION X
BONUS CRUISIN'

BONUS UPGRADES

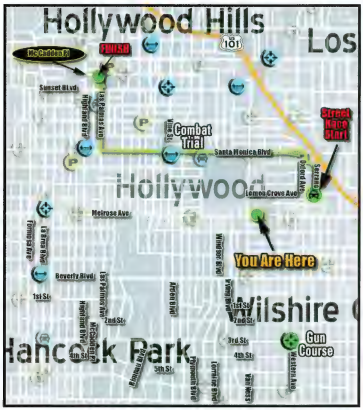
OBJECTIVE

Drive To Bonus Destination **Solve Street Crimes (optional)**

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: N/A - Enter Alternate Episode VII Mission 1 "Race to Rocky's Lair."



Bonus Cruisin' begins in Hollywood with Nick facing east on Melrose Ave near Van Ness Ave. The Bonus Gun Course is south on Western Ave and 3rd St. The Bonus Combat Trial is located north on Vine St and Santa Monica Blvd. The Bonus Street Race begins to the northeast on a small residential street, Serrano and Lemon Grove Ave.

The street race begins with the lineup facing north on Serrano. Follow Serrano around the bend and take a right on Oxford and an immediate left of Santa Monica Blvd. Follow Santa Monica—the competition turns off and heads north a few blocks away—all the way to Las Palmas Ave. Take a right on Las Palmas Ave, cross Sunset Blvd and take a left on a small street called McCadden Place. This is where you will cross the finish line, way ahead of the competition.

ALTERNATE

EPISODE VII
BLOOD MONEY
MISSION 1
RACE TO ROCKY'S LAIR

EPISODE

TIMED DRIVING

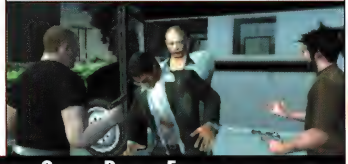
OBJECTIVE

Race To Meet Rocky

COMPLETION RESULTS

Mission Unsolved: Enter Mission 3 "Freak Show" through the alternate intro.

Mission Solved: Enter Mission 2 "Kinks in the Path."



You have 1 minute and 28 seconds to make it to Rocky's club from the ramshackle house or from the spot where Rafferty saved Nick's hide.

NORMAL INTO STARTING POSITION

Starting this mission through the normal intro (at the ramshackle house) places Nick on Holt Ave facing north. Turn the car around and head south to Pico Blvd. Turn left and head east on Pico. Turn right on the fourth street past Crescent Heights Blvd; this is Hayward Street. Drive four blocks south on Hayward to find the mansion on left side of the street. Enter the green marker to complete the challenge.

ALTERNATE INTO STARTING POSITION

Starting this mission from the alternate intro (Rafferty rescuing Nick from the Russian goons) Nick begins near the Russian's car on Washington Blvd near Melvil Street. To quickly reach the mansion, turn right from the beginning and head west on Washington Blvd. Turn right on the second street to the right. Follow La Cienega Blvd under interstate 10. Turn right on Guthrie Ave and left on Crescent Heights Blvd. Turn right on 18th, then left on Hayworth to find the mansion on the right. Enter the green marker to complete the mission with plenty of time on the clock.

MISSION 2
Kinks In The Path

STEALTH

OBJECTIVE

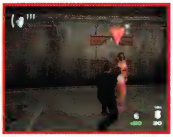
Sneak Into Rocky's Mansion

COMPLETION RESULTS

Mission Unsolved: Enter Mission 4 "Rosie's Ransom" through the alternate intro.
Mission Solved: Enter Mission 3 "Freak Show" through the normal intro.

This is a stealth mission and Nick is armed with the standard three tranquilizer rounds. Head to the end of the hallway and hug the right wall before reaching the corner. Edge up to the corner and locate the Dominatrix. When she turns around and starts down the next hallway, follow her and Judo Chop her before she turns around.

Upon reaching the end of the following hallway, a male sex slave crosses the hallway. By walking along the left wall, the sex slave won't notice Nick. Let him pass, then come up beside and behind him to subdue him. To the right is a dead-end room with some dude strapped to a table.

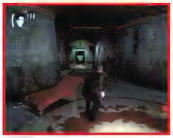


Stick to the right wall of the hallway while walking away from the torture room. Just past the first curtain is another torture room; it's on the right. Back up against the wall and wait for a waitress to walk out of the room, turn right, and head down the hallway. Run up behind her and stealthily dispose of her.

Head into the next chamber and exit through the following hallway. Hug the left wall and creep up to the corner. Around the corner, a sex slave walks up and down along the short hallway. Attack when he walks away from Nick's corner.

In the following room is a fat guy in a lounge chair. Avoid stepping on the boxes littering the floor. The noise wakes the slumbering man. Stealthily approach him, then take him out. Hug the right wall at the following curtain and look around the corner to the torture room to the right. A Dominatrix paces back and forth in the room. Quietly continue through the hallway, wait for her to turn away and she shouldn't take notice of Nick. Another room exactly like this is just ahead and on the right. Again, wait for the Dominatrix to turn away before entering the room at the end of the hallway. If one of them spots Nick, there is enough time to run up to the ropes and tranquilize them.

There are two lounging men in the room at the end of the hallway. Same situation as the last room like this; avoid the squeaky boxes to keep the men asleep long enough for Nick to dispose of them. Enter the hallway to the left and continue to the last room to find the exit. As Nick approaches the room, a sex slave stumbles from the left side of the room to the right; shoot him with a tranquilizer and head to the exit.



MISSION 3 FREAK SHOW

HAND-TO-HAND

OBJECTIVE

Fight S&M Freaks

COMPLETION RESULTS

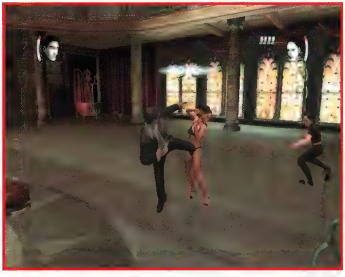
Mission Unsolved: Enter Mission 4 "Rosie's Ransom" through the alternate intro.
Mission Solved: Enter Mission 4 "Rosie's Ransom" through the normal intro.

This is actually a pretty tough fight. It's is a fight against three women, then the crowd of man-slaves that enter the room after the defeat of the babes. The toughest adversary of them all is the woman with the horsewhip faced in the first round. Make her the first priority; disarming her while retaining at least half of your health goes a long way to getting through the rest of the battle.

However, dislodging the horsewhip is tricky. Luckily, she is the most aggressive combatant, and you won't have a hard time getting to her without the interference of the other two ladies. However, if they do try to butt in, run away and approach horsewhip lady when she separates from the team. When she connects once with the whip, back up and block to avoid more abuse. The split second when she pulls back from a round of whip attacks, move in close and use a grapple attack.

If you don't press the Punch Button with the Grapple Button you will not disarm her when she hits the floor. Punching her in the stomach once she's on the floor should make her drop the horsewhip. After claiming the whip, the battle is pretty much in the bag. Take care of the now disarmed foe, then work on the other 2 ladies in the room. They're pushovers compared to the horsewhip lady. Afterward, discard the whip—it won't work as well for Nick as it did for its original owner.

Use low kick and punch combos to quickly get a stun then use a Finishing Move. Follow that up with a Ground Attack. Use this same fighting tactic on the remaining two ladies.



After dispatching the first three foes, a group of loonies enter the room for the second round. The six sex slaves that enter the room after you defeat the ladies have small S&M weapons and only have 3 to 4 exclamation points apiece. Singularly, the slaves are not much of a threat; they're used to getting beat and must really enjoy it! The women had better fighting skills than this horde. They move and attack slowly, but it's best to run away from the crowd and single out victims. Getting stuck in the middle of the crowd is a lethal mistake. Run around behind each slave and use grapple attacks to disarm them before starting to tango. Use their clubs and weapons against them. Use the low kick and punch combos, Finishing Moves, and Ground Attacks to defeat the slaves and to complete the mission.

MISSION 4
ROSIE'S RANSOM

DESTINATION DRIVING

OBJECTIVE

Drive To Police Impound Lot — **Solve Street Crimes (Optional)**

COMPLETION RESULTS

Mission Unsolved: N/A

Mission Solved: Enter Mission 5 "Escaping Masterson."

This is a destination-driving mission: no time limit, no rush. Take your time and hit some local 24/7 locations if you have not yet earned all the upgrades. The mission begins at the Mansion on Hayworth St. Bust through the driveway gate, then head south to 18th or Venice Blvd and travel east to Washington Blvd. Just past West Blvd is the Police Impound Lot. It's on the right on Washington Blvd. Drive through the green marker to complete the mission.

MISSION 5
ESCAPING MASTERSON

CAR ESCAPE (MUST KEEP TRUCK)

OBJECTIVE
Escape Masterson

COMPLETION RESULTS
Mission Unsolved: Receive Failed Ending cinematic.
Mission Solved: Enter Mission 6 "Chinatown Showdown."

Masterson and another car full of FBI agents are tailing Nick in the armored car. They are unloading on the car, trying to stop him. If the damage meter fills with red, Nick dies in the explosion and you fail the mission. You cannot leave the loot, so whip the armored car around and enter Precision Aim mode. Switch to first person view so you can see in front of the armored car. Begin ripping the agent's cars apart until they are no longer a threat. If possible, get behind them and aim for the gas tank. Take off down the street until the red blips disappear from the Mini-Map.

MISSION 6
CHINATOWN SHOWDOWN

SHOOTOUT

OBJECTIVE

Shoot Commandos

COMPLETION RESULTS

Mission Unsolved: Receive Failed Ending cinematic.

Mission Solved: If all missions are solved, enter Mission 7 "Last Stand."

This is the shootout to end all shootouts! In this mission, you go up against an impressive number of commandos that appear from all over. However, you do have one advantage: distance. Either poor marksmanship or the commandos' bad weapon selection makes a long range fighting strategy the key to clearing this mission. The entire battle takes place in the large Chinatown Plaza and Nick is restricted to this area; there's no escape.

First Wave

Note the direction Nick faces when the battle begins. It's almost in the center of the square facing a Buddha-like statue. The far-left back corner (while facing the statue) is where the majority of the fight using strategy takes place. However, there are two of Rocky's men that must be dealt with first. They are the primary threat to Nick's health in the beginning of the mission.

FRESHENING UP

When you need to refresh your health, pick up the two Health Packs located on the south and west poles near the statues.

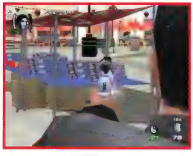
Slow motion dive and shoot Rocky's two goons who are running to the left side of the center statue. Once Nick's feet are back on the ground, begin walking to the back left corner of the square while shooting the three commandos on the rooftops to the far right. Don't move to the back left corner of the plaza until these commandos are eliminated. One of the roof guards cannot be hit from the back left corner.

You know Nick is in the corner of the plaza when you see a store with a sign above the door that reads: Gifts. There is a sidewalk barricade at the front door. The small convenience store next to the barricade has an ATM sign in the window. Turn around and face the plaza and wait for the second wave to appear.

Second Wave

When the two commando head icons appear on the right side of the screen, look to the opposite corner through the courtyard and through the firework stands. Two commando foot soldiers begin milling about in the far corner. Enter Precision Aim to slow down their attack and begin picking them off from afar. Auto-aim is a possibility here as well, but manual is more fun, quicker, and safer.

At this distance, everyone's bullets take a while to reach the other side of the plaza, especially when time is slowed. So pop off a few rounds, allow the gun to settle back from recoil and pop off a few more. Be patient for the rounds to reach the target before moving on to the next. Having all of the gun upgrades is extremely helpful. The slow motion is doubled and the Hollow Point rounds are deadly. Exit out of Precision Aim when time returns to normal, then slow it down again. If the commando shots are getting through to Nick at this distance, begin the slow motion dive. But stay in the suggested corner! Distance is your friend.



Third Wave

The third wave consists of a lone commando in the same direction of the last two. This guy hides behind a fireworks display; blast the display to get him. If this won't do it, enter Precision Aim again and finish him off.

Fourth Wave

The fourth wave of commandos appears in the same corner as the other squads. There are two men in this small group. One is closer to the area where the mission began. Use Precision Aim once again from a distance where Nick is fairly safe and plug 'em full of holes.

Fifth Wave

The fifth wave is a single commando in the same corner as the last group. Nail him and return to the corner.

Sixth Wave

There are three commandos in the sixth wave of attacks. They appear near the large buildings near the area where the mission started. Use slow motion jump shots, but if that doesn't get them, use Precision Aim again.

Seventh Wave

Three men appear in the same area as the last; one of the men is on the roof. Take out this sniper first, then delete the guys on the ground.

Eighth Wave

Now it's time to move! The eighth wave of commandos appears on the rooftops around Nick's hiding spot. There are three commandos and one appears on a balcony above Nick's head if he's on the sidewalk near the corner. Back up and take them out!

Ninth Wave

The last group is the largest. They pour out of the doors, one shows up on the rooftop, and they run into the street between the dangerous fire-work displays. There are five in all, so just unload and jump in slow motion until all is quiet.

MISSION 7
FINALE: LAST STAND

HAND-TO-HAND

OBJECTIVE

Fight Rocky

COMPLETION RESULTS

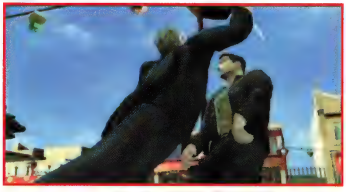
Mission Unsolved: Enter Failed Ending cinematic.

Mission Solved: Enter Average Ending cinematic, however, the case is still unsolved.

Rocky is a dirty fighter. When he reaches into his coat pocket, look out! Whenever he thinks he can get away with it he throws a handful of ash into Nick's eyes. If this hits, Nick is temporarily blinded and movement is disabled, just long enough for Rocky to land a sucker punch.

The key to defeating Rocky is to have all of the fighting upgrades (mostly for the speed upgrade) and to use high kicks. For some reason, Rocky is a sucker for the high kick. Pull back and block often, this not only reduces damage taken but also lessens the chance of being stunned by an ash toss. If Nick becomes stunned, mash like crazy on the buttons to avoid being grappled. Return with a Running Attack and follow up quickly. Use High Kicks followed by low kicks followed by punch combos. Pull back, then go in again.

Rocky has 6 exclamation points and these are hard to beat through when limited to blocking and dodging the frequent ash attacks. He's too fast in recovering from a fall to use Ground Attacks, so use Finishing Move when he becomes stunned.



THE UPGRADE GUIDE

This section includes, among other things, a 24/7 Location Upgrade Table used for quick information gathering on each upgrade available through 24/7 Dojos, Driving Courses, and Firing Ranges. The next table contains information on all of the Special Upgrades that can be earned through Mission X "Bonus Cruisin'" challenges.

Beyond the tables are detailed information and tips on how to beat every upgrade challenge in the game. However, Bonus Vehicle Upgrade strategies are found in the walkthrough. Each Mission X "Bonus Cruisin'" walkthrough contains the information needed to beat the Street Races.

24/7 UPGRADES

To enter a 24/7 location you must first have at least one Badge (100 Reward Points is equivalent to 1 Badge). If you fail the 24/7 Upgrade challenge, you can retry the challenge so long as you have another Badge. If you do not have another Badge, you will not be able to get back into the Driving Course, Gun Range or Dojo you just left.

With enough Badges, you could earn all of the upgrades while in one mission! However, you cannot earn all of the upgrades from a single training location. To participate in the next level upgrade challenge you must drive to another 24/7 location. Once an upgrade is earned from the training location, the icon for that location turns gray on the onscreen radar. The actual Upgrade Challenge exercise remains locked to the location where you earned it. Every time you enter that location, you can practice the same challenge you already unlocked.

24/7 UPGRADES

Driving Courses	Earned Skills
Default	Gas, Brake, Handbrake
Upgrade 1	PEEL-OUT: Hold Gas + Brake (from a stop), Release Brake
Upgrade 2	RAPID STOP: Hold Left, Right or Down, then double-tap and hold Brake
Upgrade 3	P.I.T. MANEUVER: Hit Rear Corner of Chased Car
Upgrade 4	DOWNSHIFT BOOST: Down + double-tap Gas (while moving)
Upgrade 5	90° TURN: Left or Right + Gas + Handbrake
Upgrade 6	FORWARD SWITCHBLADE: Turn + double-tap Handbrake
Upgrade 7	BACK SWITCHBLADE: Turn + double-tap Brake (while in reverse)
Upgrade 8	2-WHEEL TRICK (LEFT): Left, Right, Left + double-tap Gas 2 WHEEL TRICK (RIGHT): Right, Left, Right + double-tap Gas
Upgrade 9	NITRO: Fast Speed, Up + triple-tap Gas
Dojos	**Earned Skills**
Default	(3) Attack Combos, (3) Finish Moves, Block
Upgrade 1	RUNNING ATTACKS: Run + Kick or Punch or Jump-Kick
Upgrade 2	BACK ATTACKS: Back + Kick or Punch or Jump-Kick
Upgrade 3	GROUND ATTACKS: Kick or Punch or Jump-Kick (close)
Upgrade 4	TIGER SWEEP: Kick, Jump-Kick, Kick
Upgrade 5	TIGER CLAW: Punch, Kick, Jump-Kick
Upgrade 6	LEAPING TIGER: Jump-Kick, Punch, Kick
Upgrade 7	DRAGON KICK: Kick, Jump-Kick, Kick, Jump-Kick
Upgrade 8	DRAGON FIST: Punch, Kick, Jump-Kick, Punch
Upgrade 9	FLYING DRAGON: Jump-Kick, Punch, Kick, Jump-Kick

24/7 UPGRADES

Firing Ranges	Earned Skills	Representation
Default	Single-Target Fire, Slow Motion Dive, Basic Precision Fire	Black, Standard-Issue Guns
Upgrade 1	DUAL-TARGET AIM: Automatic	Retrofit: White Trim
Upgrade 2	AIM ASSISTANCE: Zoom FOV 32°	Retrofit: Sight / Long Barrel
Upgrade 3	FAST RELOAD: 2x Faster Reload	Retrofit: Easy Ejector
Upgrade 4	FAST AIM SPEED: 2x Speed-Up Reticule Lag	Retrofit: Chrome Edition
Upgrade 5	LASER SIGHT: Manual Precision Aim	Retrofit: Laser Sight
Upgrade 6	FLASH LIGHT: Light In Dark Areas	Retrofit: Flashlight
Upgrade 7	SCOPE: Zoom FOV 16° 2x SlowMo	Retrofit: Scope
Upgrade 8	TOP ACCURACY: 2x Aim Stability (Less Strays)	Retrofit: Recoil Suppressor
Upgrade 9	HOLLOW POINT AMMO: 1.5 x Damage, Blood Spray	Retrofit: Signature Edition

BONUS CRUISIN' UPGRADES

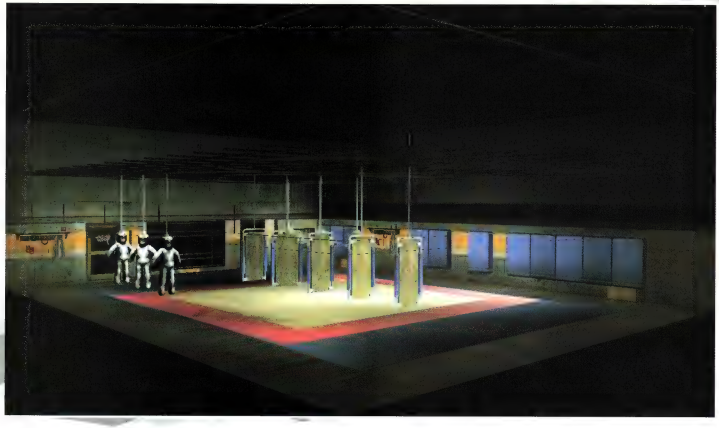
The Upgrades to the right can only be earned by completing Mission X "Bonus Cruisin'" challenges, which are found at the end of almost every Episode. You must complete 100% of the missions in an Episode to enter Bonus Cruisin.' If you have a failed mission or have skipped over a mission, you instead enter Crime Patrol. During Bonus Cruisin' missions, the Bonus Dojos and Firing Ranges are temporarily located at *normal* 24/7 locations. These appear as green icons on the Mini-Map. However, the Bonus Street Races are not located at 24/7 Driving Courses; these races appear in unique locations around town (illustrated on the Mini-Map as green car icons). There are only three Special Upgrades per category available through Bonus Cruisin.' As you complete a category of challenges, the green icons illustrating the Bonus locations will no longer appear on the radar.

SPECIAL UPGRADES

Street Races	Earn New Car
Default	'66 CLASSIC CAR
Upgrade 1	'69 MUSCLE CAR
Upgrade 2	'01 ROADSTER CAR
Upgrade 3	'03 SPORTS CAR

Black-Belt Tests	Earn New Grapple
Default	TRIP: Grapple, LEG THROW: Grapple, Kick, HIP THROW: Grapple, Punch, FIRE TOSS: Grapple, Jump-Kick
Upgrade 1	WHIRLWIND THROW: Grapple, Punch, Jump-Kick
Upgrade 2	ARM BUSTER: Grapple, Punch, Kick
Upgrade 3	DIRTY BOXER: Grapple, Kick, Punch

Gun Challenges	Earn New Guns
Default	.38 REVOLVERS: 6 Bullets per Magazine, 3 Shots per sec.
Upgrade 1	.41 REVOLVERS: 8 Bullets per Magazine, 4 Shots per sec.
Upgrade 2	.45 PISTOLS: 10 Bullets per Magazine, 5 Shots per sec.
Upgrade 3	.50 PISTOLS: 12 Bullets per Magazine, 6 Shots per sec.



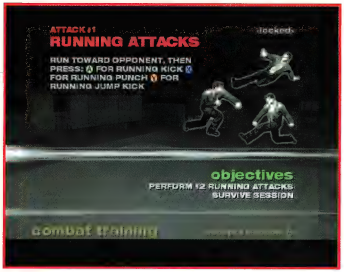
24/7 UPGRADES: COMBAT TRAINING

RUNNING ATTACKS

ATTACK #1

OBJECTIVE

Perform 12 Running Attacks and Survive The Session



The challenge begins with 57 seconds on the clock. Four boards drop from the ceiling in the corners of the mat. Run towards a board and press Kick, Punch, or the Jump-Kick Button just before reaching it to perform a Running Attack that destroys the board. When you successfully perform a Running Attack, "OK" appears at the middle of the screen indicating that the special attack has been performed correctly. Keep an eye on the clock and the counter in the top right corner that shows how many Running Attacks have been performed.

BACK ATTACKS

ATTACK #2

OBJECTIVE

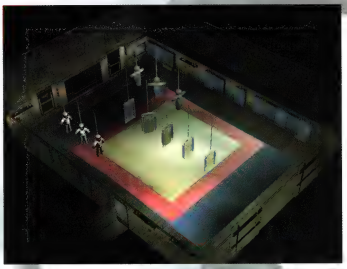
Perform 12 Back Attacks and Survive The Session

You have 57 seconds to Back Attack 12 targets. The trick with this challenge is to get close enough to the target and have Nick's back to the target before trying to initiate the move.

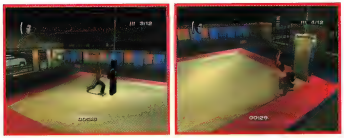
When the target is close hold the analog stick in the direction opposite the target, then press Kick for a Back Kick, Punch for a Back Punch, or Jump-Kick for a Back Jump-Kick.

After destroying a target, remain still. The following target (or dummy) usually drops in a position directly behind Nick. This means that you do not have to reposition him for another Back Attack.

If "OK" appears on the screen, you have successfully pulled off a Back Attack. Keep an eye on the clock and the counter in the top right corner that indicates how many Back Attacks have been performed.



When all four boards have been destroyed, a dummy drops to the center of the mat. Destroy the dummy and two boards drop in opposite corners on the mat, followed by the center dummy again. This completes the round. If you still have time on the clock, the same sequence of events is repeated.



When you've completed the challenge, a result screen appears, giving you the choice to repeat the challenge (cost: 1 Shield) if you have any shields remaining. After earning the attack, you can choose to repeat the challenge for free. It is possible to complete the challenge by using the same Running Attack 12 times, but try to perform all the Running Attacks for practice. Once earned, you can use this move in any situation except Stealth missions. This upgrade also gives you a 5% boost in attack speed.

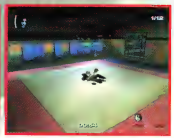
GROUND ATTACKS

ATTACK #3

OBJECTIVE

Perform 12 Ground Attacks and Survive Session

When the opponent is knocked down, push towards him or her and press Kick for Super Stomp, Punch for Elbow Drop, or Jump-Kick for Slamming Flip. Earning this upgrade means a 15% boost in attack speed.



The entire challenge involves soft dummies dropping on the mat in varying quantities. Walk up to them and press the Kick, Punch, or Jump-Kick to perform one of moves mentioned above, with Super Stomp being the quickest move of the three. While it doesn't make a difference if all three of these attacks are performed, using the Super Stomp exclusively makes it easier to reach the necessary 12 Ground Attacks in the allotted 57 seconds. If Super Stomp continually falls short of the dummy, then try the Slamming Flip. Nick's legs flop out farther on the ground and hit dummies that are a little farther away.

TIGER SWEEP

ATTACK #4

OBJECTIVE

Perform 5 Tiger Sweep Combos and Survive Session

Two dummies drop down from the ceiling and hang near the mat. Each dummy in this challenge has 3 exclamation points. Punch and kick through the exclamation points for a stun, then perform the following button combination: Kick, Jump-Kick, Kick. When this move is correctly performed, Nick drops down to his hands and one knee and back kicks the dummy.

Wooden fighting dummies appear after the first two dummies have had their stuffing knocked out. These props have 6 exclamation points apiece. Punch and kick through the exclamation points and perform the Tiger Sweep during the stun. Next, three soft dummies fall. Defeat these with Tiger Sweeps to pass the challenge. This upgrade boosts attack speed 20%.

TIGER CLAW

ATTACK #5

OBJECTIVE

Perform 5 Tiger Claw Combos and Survive The Session

To perform the Tiger Claw, first stun the opponent and press Punch, Kick, Jump-Kick while the opponent is dazed. When this upgrade is earned it boosts attack speed 25%.

The challenge begins with one of those troublesome wooden fighting dummies. Quickly knock through the 6 exclamation points using kicks and punches, then perform the Tiger Claw. The result is a very powerful right hook. Punch through the following soft dummies' 3 exclamation points and continue to use the Tiger Claw attack.

After the two soft dummies have been defeated, another wooden fighting dummy appears. Following this, three more soft dummies lower from the ceiling. Don't worry if the wooden dummies cause problems, there are just enough soft dummies to meet this challenge's requirements.

LEAPING TIGER

ATTACK #6

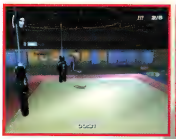
OBJECTIVE

Perform 5 Leaping Tiger Combos and Survive The Session

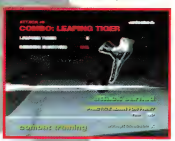
When an opponent is dazed, enter this button combo: Jump-Kick, Punch, Kick. Earning this upgrade boosts attack speed 30%.

The first targets to drop are two wooden fighting dummies; punch through their 6 exclamation points and use the Leaping Tiger move. Fight quickly, as there is just enough time to perform five or six of these special moves.

After dealing with the next two soft dummies, a single soft dummy appears on the floor. Use a Ground Attack Stomp to quickly dispose of it and get on with the Leaping Tiger opportunities.



Again, a wooden dummy, followed by two soft dummies, descends. These are all the dummies necessary to complete the challenge. Punch through the 3 exclamation points to stun the soft dummy and let 'er rip! Get five Leaping Tigers in 58 seconds and the new move is yours.



DRAGON KICK

ATTACK #7

OBJECTIVE

Perform 6 Dragon Kick Combos and Survive The Session

The button combinations become longer when you begin the *Dragon* series of attacks. These are awesome moves. When the opponent is stunned, enter the following button combination: Kick, Jump-Kick, Kick, Jump-Kick. Nick jumps into the air and kicks the enemy with both feet at the same time—a very powerful attack! When this upgrade is earned it provides a 35% boost in attack speed.

Use the Dragon Kick on the first two dummies and a wooden plank appears. Kick down this obstacle to continue the exercise. Following the wooden plank is a wooden dummy with 6 exclamation points. Follow it around the room as it moves, then punch and kick it into submission—another Dragon Kick opportunity. Another wooden plank drops followed by three soft dummies. This round should be enough to secure 6 Dragon Kicks in 58 seconds. Work quickly, as it is hard to reach this goal in the time allotted.

DRAGON FIST

ATTACK #8

OBJECTIVE

Perform 7 Dragon Fist Combos and Survive The Session

This is a tough challenge. You must nail every Dragon Fist opportunity that presents itself. You have 58 seconds to score seven successful Dragon Fists. When an opponent is dazed, enter Punch, Kick, Jump-Kick, Punch to perform the Dragon Fist combo attack. Try it out on the wooden dummy that appears first. Punch through its 6 exclamation points and unleash the fists. You are allowed a fair amount of time to enter the combination, so don't rush it; concentrate on entering it correctly. When entered correctly, Nick bends to the side and punches the target with both fists at the same time. Listen for the stun sound to end before pressing the Punch Button to begin the attack. If you press it too soon, it won't register.

Stomp on the dummy that falls on the floor and two more dummies drop from the ceiling. Perform the Dragon Fist after knocking through their 3 exclamation points. Only two more to get through to complete the challenge!

Two dummies drop and lie on the floor. Stomp on them both, then three soft dummies drop in and hang over the mat. A wooden fighting dummy is the last to appear and this is the last obstacle standing in the way of earning the new upgrade. Beat it into submission quickly and pull off the move! When this upgrade is earned it provides a 40% boost in attack speed.

FLYING DRAGON

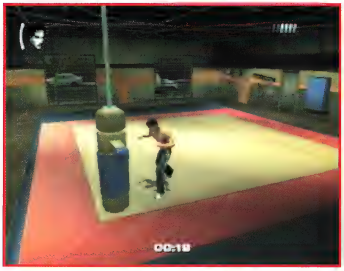
ATTACK #9

OBJECTIVE

Perform 6 Flying Dragon Combos and Survive The Session

To perform the Flying Dragon combo, press Jump-Kick, Punch, Kick, Jump-Kick when an opponent is dazed. When entered correctly, Nick performs a whirling back kick move. When completed, this upgrade boosts attack speed 45%.

After destroying the four hanging dummies, three dummies appear on the floor. Use a Stomp to quickly flatten each of them. Punch through its 6 exclamation points and perform a Flying Dragon. Four soft dummies hang in each corner following the wooden dummy, so look at the clock and move fast to get them on the ground using the special attack. You only have 58 seconds to perform six moves, so get moving!



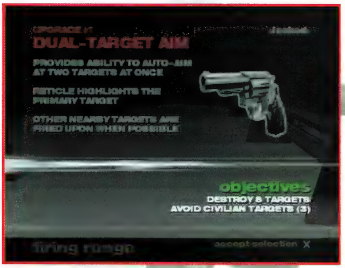
24/7 UPGRADES: FIRING RANGE

DUAL-TARGET AIM

UPGRADE #1

OBJECTIVE

Destroy 8 Targets and Avoid Hitting 3 Civilian Targets



Earning this upgrade enhances the auto-aim mode with the ability to select two targets at once. The reticule highlights the primary target, but Nick's other hand aims and shoots at a second target.

A total of 10 paper targets appear on the firing range. It's possible to miss two targets and still earn the upgrade. Targets drop down in singles and in pairs. This is an easy challenge. The only moving targets in the challenge are the two that move forward from the back of the range.

Feel free to use auto-aim for the entire challenge with no problem—just remember to reload between target appearances.

The scorecard at the end of the challenge shows the amount of targets destroyed, civilian targets hit, bullets fired, hits, and misses. And at the bottom of these tallies is an accuracy percentage.

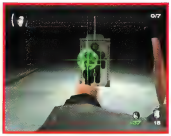
AIM ASSISTANCE

UPGRADE #2

OBJECTIVE

Achieve 7 Neutralizing Shots and Avoid Hitting More Than 2 Civilian Targets

You must use Precision Aim to ace this challenge. After entering Precision Aim, move the reticule around the target. Watch how the reticule turns green when neutralizing points are targeted or red when a lethal spot (head shot) is targeted. When the reticule remains yellow, it takes multiple bullets to bring down the perp or target.



You need seven Neutralizing shots to pass the challenge, so aim for the groin (ouch!) or one of the two arms. Look for the small green dots in these areas on the targets. If you hit one dead on, only one shot is required to Neutralize. If the reticule is green, but not centered on the green dot, it will take a couple shots to Neutralize. This also applies for lethal shots.

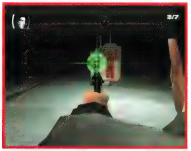
Notice that time slows when first entering Precision Aim. This lag time does not last long, so take advantage by reloading and reentering Precision Aim as soon as real time returns. This kills two birds with one stone: reloading and time slows once again. This is never so useful as when dealing with moving targets!

FAST RELOAD

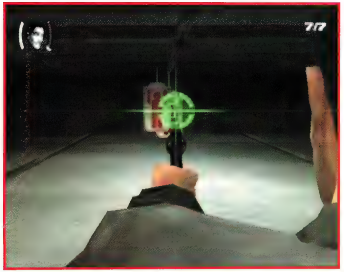
UPGRADE #3

OBJECTIVE

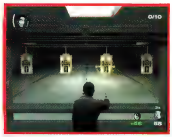
Destroy Or Neutralize 10 Targets and Avoid Hitting More Than 1 Civilian Target, Also Avoid Head Shots



Avoid headshots! This challenge is to Neutralize not murderize! Neutralize the perp target behind civilian targets by hitting perps in the arm. These challenges are not timed; a set amount of targets appear before the challenge ends. If you don't neutralize enough of them, you fail. This upgrade allows you to neutralize criminals using Precision Aim and by using slow motion drive-by shooting.



What an excellent upgrade to have early on in the game! Fast Reload does just as its name implies halving the time required to reload. Unlocking every bonus gun through Bonus Cruisin' Gun Course challenges makes these shooting challenges much easier. The challenge begins with four targets appearing in a row. Use auto-aim and just start blasting away. The Dual-Target aim kicks in and starts picking multiple targets at once. Reload in between target appearances.



Enter Precision Aim and Neutralize the perp target behind the civilian target. Reload and remain in third person view to auto-target the next two targets that appear close to the booth. Remain in third person mode while the next set (four targets) appears. These are set up similar to the first set. The last three targets consist of two civilian targets in front of an enemy target. Enter Precision Aim and shoot for the small gap between the civilian targets to get a neutralizing shot; avoid a head shot at all costs.

FAST AIM SPEED

UPGRADE #4

OBJECTIVE

Destroy Or Neutralize 12 Targets, Avoid All Civilian Targets and Avoid Head Shots

You are only allowed one miss. There are 13 total targets. Earning this upgrade increases reticule speed and improves aim versus moving targets. This entire exercise can be performed in auto-aim mode, except for the last segment with the civilian target.

Having upgraded Bonus Guns is very helpful in this challenge, as it means less ammo is required to destroy the targets. When the two civilian targets appear, use Precision Aim or stop firing when the moving enemy targets get near the civilian targets. As the targets move forward, Dual-Target aim kicks in.

If you miss one of the enemy targets behind the single civilian target, don't sweat it; this is a good one to let go. But this is the only one you can miss!

LASER SIGHT

UPGRADE #5

OBJECTIVE

Achieve 10 Neutralizing Shots, Avoid Civilian Targets and Avoid Head Shots

This upgrade provides a tracking laser beam during Precision Aim. While Precision Aiming, manually select the desired vital point. This upgrade allows you to lock onto vital areas a little easier.

You can only afford to miss two targets. There are 12 total and 10 must be neutralized. This entire exercise must be played in Precision Aim mode. The gun range has been filled with wooden pallets. The targets appear behind these pallets. Aim for the vital green dot areas on the targets and avoid head shots. The key to completing this challenge is to reenter Precision Aim every time slow motion wears off. After acquiring the green dot, move the reticule from left to right only—avoid up and down movement—to line up a neutralizing shot on the following target at the same distance.

To quickly defeat the target between the two civilian targets, aim for the groin. The only other option is a few yellow reticule shots at the chest. This take more time and risks an accidental head shot.

FLASH LIGHT

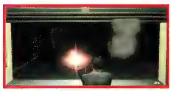
UPGRADE #6

OBJECTIVE

Destroy Or Neutralize 10 Targets, Avoid All Civilian Targets, and Avoid Head Shots

This upgrade illuminates a small area around Nick in dark environments. It may also blind an enemy during Precision Aim, which is handy.

Enter Precision Aim and begin scanning the darkness for moving targets. The first to appear is dead center of the range. Neutralize it! Exit Precision Aim and blow apart the two targets that appear at close range. Reenter Precision Aim mode and begin aiming for the vitals on the target moving from right to left (towards the civilian target on the left). Destroy the target before it reaches the civilian.



Next, a target appears in the center, then two flanking it. Use auto-aim for these three targets. It's okay to destroy these targets, just avoid head shots. Next, a target appears in the deep right corner. The reticule identifies it if you scan that area. Shortly after, another moving target appears to the left. Finally a center target appears and another civilian to the right that is approached by a target moving from the right.

SCOPE

UPGRADE #7

OBJECTIVE

Perform 10 Head Shots and Avoid All Civilian Targets

Once earned, this upgrade provides 2x zoom level during Precision Aim and the slow motion lasts twice as long.

This is a tricky challenge, you must get all head shots and avoid hitting any civilian targets. There are 13 targets, so you can only afford to miss three.

Notice that no matter how far away or close the wooden pallets in the range appear, all the cracks between boards line up. Enter Precision Aim and line up the reticule just above the crack between the top two boards, which is level with the targets' heads. The first five targets are fairly easy. The sixth and seventh targets drop at the same time and just behind the targets are civilians. What is done here is crucial to the successful completion of this challenge. The best thing to do is to hold off and not shoot the enemy targets.

To buy more time with the targets, enter and reenter Precision Aim mode as soon as the slow motion effects fade. This is especially helpful with moving targets.

TOP ACCURACY

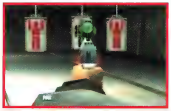
UPGRADE #8

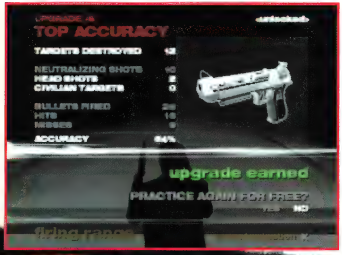
OBJECTIVE

Destroy Or Neutralize 12 Targets, Achieve 50% Accuracy and Avoid All Civilian Targets

You must destroy or neutralize 12 targets; only 13 will appear, so you can only afford to miss one target. The key to winning this challenge is to conserve ammo and aim for neutralizing areas. There are loads of civilian targets in this exercise and behind each civilian is an enemy target. Make a habit of reentering Precision Aim between each destroyed target to keep the slow motion going when the targets appear. When shooting a distant, moving target, consider the distance and shoot a little bit ahead of the target to hit the mark. When the civilian target blocks an enemy head shot, go for a neutralizing shot by aiming for the green dot on the arm. When the single civilian target appears with the four enemy targets behind it, shoot two targets and reenter Precision Aim to slow down time, then take out the final two targets.

A recoil suppressor is attached to Nick's default guns after completing this challenge. This allows 2x the aim stability, which means fewer stray bullets.





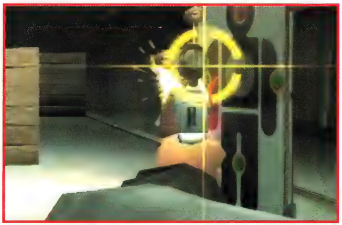
HOLLOW POINT AMMO

UPGRADE #9

OBJECTIVE

Destroy Or Neutralize 15 Targets, Avoid Civilian Targets and Avoid Head Shots

The targets move quickly, but now with 2x slow motion Precision Aim, it's easier to take the targets out with a neutralizing shot. There are multiple moving targets appearing at once, so continue to exit and reenter Precision Aim to keep the slow motion effects active.



Again, use the crack below the top board on the pallets to adjust your aim; this crack is level with the vital locations on the targets' arms.

Do not go for head shots and avoid all the civilian targets. When civilian targets are not present, and the enemy targets are moving slower than the rest, just open up on them in third person view and allow the dual targeting aim do the work.

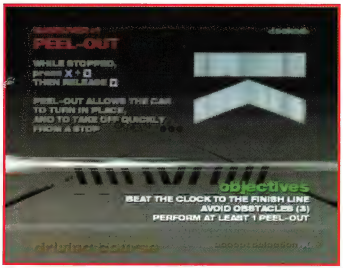
24/7 UPGRADES: DRIVING COURSE

PEEL-OUT

MANEUVER #1

OBJECTIVE

Beat The Clock To The Finish Line, Avoid Hitting More Than 3 Obstacles, and Perform At Least 1 Peel-Out



To perform a Peel-Out, be at a complete stop, press Gas + Brake, then release the brake. Peel-Out allows the car to turn in place, and to take off quickly from a stop.

The best time to Peel-Out is at the starting gate. Only one must be performed, so use the remainder of the 2 minutes to avoid obstacles and reach the finish.

Use the handbrake to take the turns without hitting the barrels. Any breakable objects that appear on the course are considered obstacles that must not be hit.

Upon reaching the stretch of road where the pedestrian obstacles pop up and move, speed down the left wall to avoid all four pop-up people.

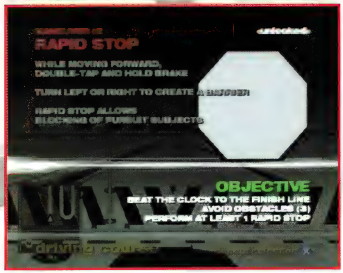
Just before the finish line you are given another opportunity to perform a Peel-Out, as a barrier appears in the road to force you to stop. It rises shortly and the finish line is just yards away. When earned, acceleration is 1.5x greater than a standard start from a standstill, over a duration of 2 seconds.

RAPID STOP

MANEUVER #2

OBJECTIVE

Beat The Clock To The Finish Line, Avoid Hitting More Than 3 Obstacles, and Perform At Least 1 Rapid Stop


unlocked
RAPID STOP
WHILE MOVING FORWARD, DOUBLE-TAP AND HOLD BRAKE
TURN LEFT OR RIGHT TO CREATE A SKIDDER
RAPID STOP ALLOWS BLOCKING OF PURSUIT SUBJECTS
OBJECTIVE
BEAT THE CLOCK TO THE FINISH LINE
AVOID OBSTACLES (3)
PERFORM AT LEAST 1 RAPID STOP

To perform a Rapid Stop, you must be moving with a fair amount of speed, quickly turn left or right or tilt back on the controls, then quickly double-tap and hold the brake (not the handbrake). You know you've performed this maneuver correctly when four smoking skid marks are created during a sliding, sideways stop. When performed correctly, Nick makes a satisfied comment.

You have plenty of opportunities to perform this move during the course of the challenge. Use it in any of the sharp curves where barrels are a threat, or when reaching pop-up pedestrians that block the entire road.

Use Peel-Out to get back up to speed after stopping the cruiser. After passing the first pop-up pedestrians and rounding the next turn, drive along the left side of the road to avoid all three pop-up pedestrians along the way.

Drive along the right wall along the next stretch to avoid the three rows of pop-up pedestrians.

Around the next turn, drive between the two pop-up pedestrians that pull away from the center of the road. Once past these two, drive along the left wall to avoid the next to tracks of pop-ups.

Avoid the narrowing path of barrels near the finish line and cross the line before the clock runs out to earn the upgrade. Once the maneuver is earned, the car stops 2x faster than a regular full-brake stop and slides out to form a blockade.

P.I.T. MANEUVER

MANEUVER #3

OBJECTIVE

Beat The Clock To The Finish Line, Avoid Hitting More Than 3 Obstacles, and Use P.I.T. To Disable Drone Car

Hit the escaping car from the rear side at about 45 degrees to cause it to spin out. P.I.T. (Precision Immobilization Technique) can disable a car without destroying it. When Nick's car hits the target car at a 45° angle, the target car goes through a canned response of spinning 135 degrees in the appropriate direction and comes to a stop, its engine whining to a halt.

Peel-Out from the start to quickly catch the drone car, which can be seen pulling away at the start. Follow behind the car as it rips through the obstacles (the drone clears a path, which makes it easier to avoid the obstacles). Stay on the left side of the following barrels as the drone weaves to the right side. You can take the drone car in the first turn.

Drive up beside the vehicle, let off the gas and allow the back tire of the drone to line up with Nick's front tire and pull into the vehicle to cause it to wipeout and stall. About halfway through the course, a second drone car appears.

Take it easy and avoid all the obstacles on the way to the finish line. If the car gets ahead of you again, get behind it and let it clear a route through the obstacles. Keep an eye on the clock so time doesn't become an issue.

DOWNSHIFT BOOST

MANEUVER #4

OBJECTIVE

Beat The Clock To The Finish Line, Avoid Hitting More Than 3 Obstacles, and Perform At Least 1 Downshift Boost

DOWNSHIFT BOOST
WHILE MOVING FORWARD, PUSH DOWN + DOUBLE-TAP X
SHIFTING TO A LOWER GEAR PROVIDES MOMENTARY BURST OF ACCELERATION
objectives
BEAT THE CLOCK TO THE FINISH LINE
AVOID OBSTACLES (3)
PERFORM AT LEAST 1 DOWNSHIFT BOOST
driving course

While moving forward, push down on the controls while double-tapping the gas. Shifting to a lower gear provides momentary burst of acceleration. When Nick's car is moving, it results in an almost-instantaneous 1.5x acceleration increase, which tapers off over 2 seconds.

Don't Downshift Boost just before a turn. When using the Downshift Boost, really slow down for the obstacle-laden curves. Take special care around the pop-up pedestrian area. Slowly pass all the pop-ups by sticking to the left side of the course. Nick laughs with joy when the move is performed correctly. Only one is needed, so take it easy in the turns and around the pedestrians.

90° TURN

MANEUVER #5

OBJECTIVE

Beat The Clock To The Finish Line, Avoid Hitting More Than 3 Obstacles, and Perform At Least one 90° Turn

Press Gas + Handbrake and turn in the desired direction. This allows you to negotiate tight turns by sliding through them. When Nick's car is moving at a rate greater than 25 mph and a 90° slide is achieved or exceeded, a measured hand-brake turn is automatically initiated.

There are many obstacles in this course and most of them are located in the turns where you are expected to practice the 90° Turn. You only need to perform one 90° Turn, so if you are having trouble getting through the course without damaging obstacles, only perform one 90° Turn and take the rest of the course with extreme caution.

FORWARD SWITCHBLADE

MANEUVER #6

OBJECTIVE

Beat The Clock To The Finish Line, Avoid Hitting More Than 3 Obstacles, and Perform At Least 1 Forward Switchblade

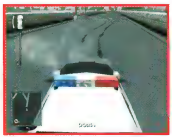
MANEUVER #6
FWD SWITCHBLADE
<unlocked>
WHILE MOVING FORWARD, DOUBLE-TAP ⊙ AND TURN IN DESIRED DIRECTION
ALLOWS QUICK TURNAROUND TO FACE PURSUING ENEMIES OR SUDDEN DIRECTION CHANGE
objectives
BEAT THE CLOCK TO THE FINISH LINE
AVOID OBSTACLES (3)
PERFORM AT LEAST 1 FWD SWITCHBLADE
driving course

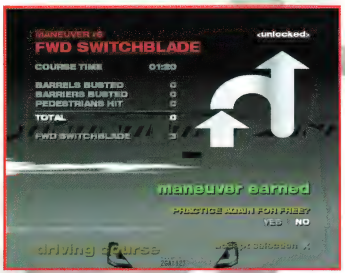
While moving forward at a speed faster than 25 mph double-tap the handbrake and turn in the desired direction. This performs a quick turn-around to face pursuing enemies. The back wheels lock and the car whips around, pivoting on front left tire if rotating left or the front right tire if rotating right.

The real challenge is beating the clock while avoiding the obstacles placed near areas where the maneuver is to be performed. The closed gates along the course open after reaching a certain distance past them. Notice the Forward Switchblade symbol painted on the course beside the closed gates. Use these paintings as a cue to execute the maneuver. The gates are not triggered by the performance of the Forward Switchblade, so if you have performed one correctly, you only need to pass the gate to trigger it to open. Once opened, turn around and use a Peeling-Out into the new pathway.

You know you have performed a Forward Switchblade correctly when the cruiser turns completely in the opposite direction and the front tires' skid marks are covering the back tires' skid marks. The camera also quickly flips around to face the opposite direction.

Depending on the speed of approach, consider performing the maneuver before reaching the gate to avoid sliding into the water barrels at the end of the path. Keep on the gas to help slow the car and to keep from sliding backwards into the barrels.



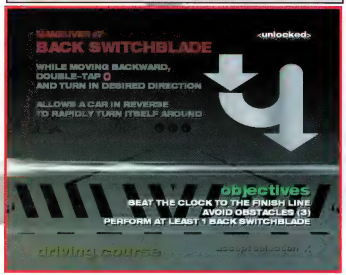


BACK SWITCHBLADE

MANEUVER #7

OBJECTIVE

Beat The Clock To The Finish Line, Avoid Hitting More Than 3 Obstacles, and Perform At Least 1 Back Switchblade


MANEUVER #7
BACK SWITCHBLADE
<unlocked>
WHILE MOVING BACKWARD, DOUBLE-TAP Q AND TURN IN DESIRED DIRECTION
ALLOWS A CAR IN REVERSE TO RAPIDLY TURN ITSELF AROUND
objectives
BEAT THE CLOCK TO THE FINISH LINE
AVOID OBSTACLES (3)
PERFORM AT LEAST 1 BACK SWITCHBLADE
driving course
accept selection

This course is similar to the Forward Switchblade course; there are gates that are triggered by reaching a certain distance beyond them. Upon reaching a gate, drive past it, steer between the water barrels and approach the Reverse Gate. Throw the car in reverse, gun it—forget looking behind the car—and when you have built up a decent amount of speed, turn sharply and quickly double-tap the handbrake. Leave enough room to turn all of the way around without hitting the gate behind the car that closes as it nears the Reverse Gate. The front of the car whips around 180°, pivoting on the rear left tire if rotating left or the rear right tire if rotating right.

Perform just one Back Switchblade to earn the upgrade. Take it easy through the course once you have pulled off the maneuver. Avoid all obstacles on the way to the finish.

TWO WHEELS

MANEUVER #8

OBJECTIVE

Beat The Clock To The Finish Line, Avoid Hitting More Than 3 Obstacles, and Perform At Least 1 Two-Wheel manuever

Quickly push Left, Right, Left, then double-tap the Gas to get up on left wheels. Quickly push Right, Left, Right, then double-tap the Gas to get up on right wheels.

The toughest part of this maneuver is to remember to double-tap on the Gas after tapping the controls back and forth. Once you got that down, it's a snap. The car can't stay on two wheels forever, so beware of entering areas with obstacles if you've been riding on two wheels for a few seconds. Avoid using 2-Wheel while cornering; the barrels are difficult to avoid.

It's possible to get through the whole course on all four wheels. Even the narrow areas can be squeezed through with all four tires on the ground, and without hitting the obstacles. Pop up on 2-wheels just for a second, and cruise through the rest of the course on four wheels to earn the upgrade. The car returns to the standard 4-wheel stance if due to any of the following conditions: the vehicle collides with anything, the car slows below 10 mph, or the 2-wheel duration expires (5 seconds).

NITRO BOOST

MANEUVER #9

OBJECTIVE

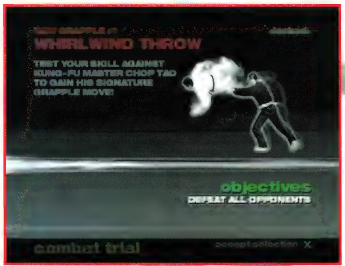
Beat The Clock To The Finish Line, Avoid Hitting More Than 3 Obstacles, and Perform At Least 1 Nitro Boost

While moving forward, push up on the controls while triple-tapping the Gas. Nitrous Oxide injection provides a momentary burst of speed. Nitro provides 3x the standard full acceleration over 5 seconds, up to the maximum speed capacity of the current car.

Perform this maneuver at the beginning of straight stretches of road and allow plenty of time to slow down for the barrel-laden curves.

BONUS UPGRADES: COMBAT TRIAL

WHIRLWIND THROW



NEW GRAPPLE #1

OBJECTIVE

Defeat All Opponents

Enter a Bonus Dojo during any Mission X "Bonus Cruisin'" challenge to partake in the first grapple challenge. Learn Whirlwind Throw by testing your skills against Kung-Fu Master Chop Tao—the man who created this signature move!

The challenge begins with Nick up against five of Master Chop Tao's students. They each have 3 exclamation points to punch through and they are relatively easy to defeat. Use kick and punch combos to get the stun, then perform a Finishing Move to finish them.

Once all the students have been licked, Master Chop Tao appears wearing an intimidating black karate outfit. Chop Tao is more skilled than his students, but not by much. He favors high kicks and frequently attempts to show you his signature grapple. Since he performs these two moves so often, straight punch combos cut through his defense rather easily. After knocking through his 6 exclamation points, use a Finishing Move or Grapple Attack to shred his health. About four stuns and four Finishing Moves knock him out.

To perform the Whirlwind Throw, press Grapple to grab the opponent followed by a Punch and a Jump Kick (Grapple, Punch, Jump-Kick). Press the buttons quickly before actually grasping an opponent. The move consists of Nick twisting the enemy's arms together and heaving the victim forward into the air.

ARM BUSTER

NEW GRAPPLE #2

OBJECTIVE

Defeat All Opponents

The first Grapple Attack must be earned before this challenge can be reached. Learn Arm Buster by testing your skills against wrestling champ Mr. Nice—the man who fashioned the Arm Buster move.

The challenge pits Nick against five of Mr. Nice's large boxing students. They may be big and brawny, but these men only have 4 exclamation points apiece and are slow and clunky fighters. Use Running Attacks to begin the assault and follow that up with kick and punch combos. If one of the lugs gets Nick in a grapple, begin pushing buttons like mad to break the grip. Once stunned, a Finishing Move or Grapple Attack with a finishing grapple move knocks the fighter out of the challenge.

Mr. Nice is a wrestler and frequently tries to show you his signature grapple, which makes him vulnerable to punch combos. Throw in a few low kicks to keep him guessing. Once you have beaten through his 6 exclamation points, use a grapple or Finishing Move to add more damage. Having a few 24/7 combat trainings under your belt speeds up Nick's attacks and makes defeating Mr. Nice a little easier.

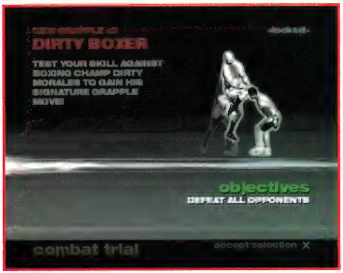
Once you have defeated the boxing teacher, the new grapple "Arm Buster" is earned. To perform the new grapple, approach the opponent and press Grapple, Punch, Kick. Do not wait long after the grapple is initiated to follow up with the Punch and Kick Button presses; the entire string should be entered quickly.

DIRTY BOXER

NEW GRAPPLE #3

OBJECTIVE

Defeat All Opponents


DIRTY BOXER
TEST YOUR SKILL AGAINST BOXING CHAMP DIRTY MORALES TO GAIN HIS SIGNATURE GRAPPLE MOVE!
objectives
DEFEAT ALL OPPONENTS
combat trial
accept selection X

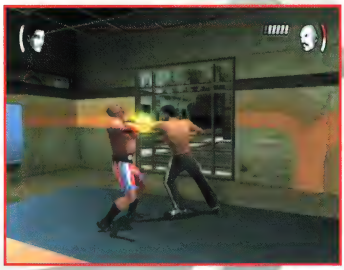
The second Grapple Attack must be earned before this challenge can be reached. The signature Grapple Attack Earn "Dirty Boxer" by beating the boxing champ, Dirty Morales.

This challenge is almost identical to the second grapple challenge. Nick faces off against five of Dirty Morales' boxing students before the champ himself enters the room. The five students have 4 exclamation points each, they are very slow, and only use punch combos and grapples. Use low kicks to break through their defense and follow with punch combos to stun them. Use Grapple Attacks and Finishing Moves while they are stunned.

Dirty Morales enters the room after his students have all fallen. The boxing teacher obviously taught his students to fight in regulation boxing style—no kicking allowed. Dirty Morales has a nasty right hook and he uses it as a finishing punch at the end of a punch combo string. If he connects once, block to avoid this powerful right hook.

Use kicks more than punches to beat the boxer into submission. Use grapples and Running Attacks when possible. Since he is so slow to getting back to his feet from a fall, get behind him and sucker punch him as he rises.

Beating Dirty Morales earns his signature move. To perform Dirty Boxer, approach the opponent, then press: Grapple, Kick, Punch.



BONUS UPGRADES: GUN COURSE

.41 REVOLVERS

NEW WEAPON #1

OBJECTIVE

Reach End Of Course

Enter a Bonus Gun Range during any Mission X "Bonus Cruisin'" challenge to partake in the first weapon upgrade challenge. .41 Revolvers can be earned by testing your skills in the first Gun Course challenge.

Inside the gun range is a maze of wooden fences where target dummies, armed with tennis ball launchers, spring up from hiding and begin shooting. The little green balls do as much harm as the enemies' bullets. Use this time to train as if it was a real combat situation. Back up against walls, then whip out around the corner and shoot at the target.

Try the slow motion shooting move; it works forward, backward, and from side to side! Don't forget to look for the dummies on the upper level while passing through the maze. Take your time, and avoid being caught off guard. Try running back and fourth while shooting to avoid fire. Also, notice that the dummies fire three to five shots, then reload. Take advantage of the reload time to whip out from behind cover and fire the last shot before a reload sails past. Use Precision Aim to increase the dummies' reloading time. One-shot-kills are possible while Precision Aiming. The dummies protecting the .41 Revolver fire eight shots, not five, before reloading. The .41 Revolvers is on the floor in the back of the room marked by a green triangle; reach it to complete the challenge.

The .41 Revolvers have eight rounds per magazine and fire four shots per second and become Nick's new default weapon.

.45 PISTOLS

NEW WEAPON #2

OBJECTIVE

Reach End Of Course

Enter a Bonus Gun Range during any Mission X "Bonus Cruisin'" challenge to partake in the second weapon upgrade challenge. This challenge can only be entered after completing the first Gun Course challenge for the .41 Revolvers.

The course is made tougher with Nick's more powerful guns in mind. The first indication that things are a little tougher is the second dummy appearing on the left balcony. The dummy slides across a rail making it much tougher to hit. Hide behind a wall and wait for it to come to a stop, then blow it to shreds! Use Precision Aim to slow the speed of the dummies and take aim for their heads to get a one-shot-kill. In every situation there is cover in the Gun Course, so use it.

Use slow motion forward dives to leap over the short walls.

The .45 Pistols are located along the back wall and are protected by a row of four dummies. These targets pop up and start firing as Nick draws near. Start from the left or right side of the room and run to the other side while firing to mow down the targets while avoiding the green projectiles. Take the gun to complete the challenge. The .45 Pistols have 10 rounds per magazine and fire five rounds a second.

.50 PISTOLS

NEW WEAPON #3

OBJECTIVE

Reach End Of Course

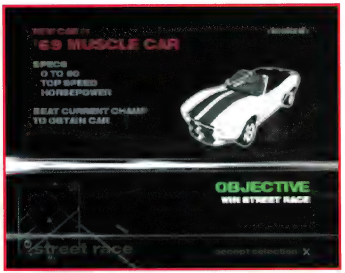
Enter a Bonus Gun Range during any Mission X "Bonus Cruisin'" challenge to join in the third and last weapon upgrade challenge. This challenge can only be entered after completing the second Gun Course challenge for the .45 Pistols.

This Gun Course is pure fun. With double-fisted .45's, blowing through dummies is a breeze. The Gun Course maze has changed again and most dummies appear in pairs, so patiently advance through the room. Keep in mind that there is always cover around and that the dummies fire five shots before reloading. Use the lag to fire back. If you ever feel surrounded, use slow motion dives to get through the dummies.

As you approach the gun in the back right corner of the room, four dummies will pop up to protect it. You can actually slow motion dive sideways towards the gun, over the short wall, and into the green triangle for a shortcut to the weapon!

BONUS UPGRADES: STREET RACE

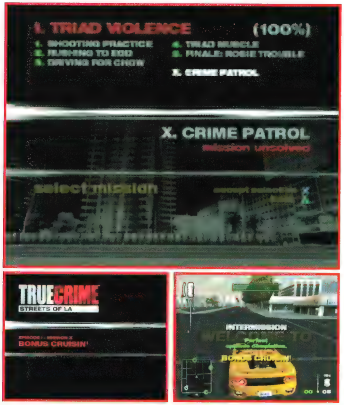
The Bonus Upgrade Street Race challenges are covered in the main walkthrough. Each Street Race found in every Episode's Mission X "Bonus Cruisin'" is unique. Mapped course routes, shortcuts, and tips to win the races are found at the end of each Episode—that is, each Episode that contains a Bonus Cruisin' mission (Episodes containing Ending Movies do not contain Mission X levels).



TIPS

BONUS CRUISIN' DETAILS

To enter a Bonus Cruisin' challenge, you must solve all of the "necessary" missions in an Episode to follow the straight path in the main story line. Mission X can be selected from the last mission's post-mission select screen. Bonus Cruisin' allows you to make some more street arrests to earn Reward Points and Badges, but more importantly you have the opportunity to attempt some special challenges to unlock Special Upgrades. The green icons on the Mini-Map are Special Dojos, Special Firing Ranges, and Street Race locations. Enter one of these areas to begin the challenge. After completing the challenge—win or lose—you exit Bonus Cruisin', which means you only get one shot at one of the bonus categories per Mission X entry! The good thing is that these challenges do not cost Badges as they do in the normal 24/7 locations. There are 3 Special Upgrades for each of the three skill set categories: Street Races, Black-Belt Tests, and Gun Challenges. Once you have unlocked the 3rd upgrade for a category, the green icon on the Mini-Map no longer appears on future Bonus Cruisin'.



BONUS UPGRADE TIP

Since you can only enter one Bonus Cruisin' mission per Episode, choosing which Bonus Upgrade to go for may be difficult. Since you can commandeer vehicles and the '66 Classic Car is good enough to beat any time challenge in Destination Driving missions, put off Street Racing for later. As for the Bonus Combat Trials, you can do without the special Grapple Attacks so long as you upgrade fighting skills through normal 24/7 dojo locations.

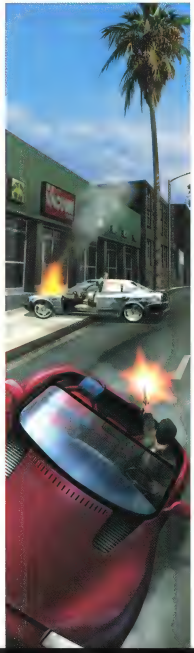
Having the Bonus Upgraded guns is the most useful upgrade. There is nothing like the security of having the twin heavy hitting pistols available whenever they're needed. In the first three Episodes, try to upgrade the guns at the firing ranges before attempting any other Bonus Upgrades.

PART TRAFFIC

Never overlook the benefit of using the siren when racing through town. Traffic begins to pull over to the right when the siren starts blaring. Stay to the leftmost lane on your side of the road to zip through traffic!

FREE TUNE-UP

Parking Garages are few and far between, but if the car is all busted up and you don't want to waste hard-earned Reward Points, enter an Parking Garages and pull out a fresh new car. Even if you have not unlocked any bonus cars, the classic convertible is always found inside. Also, since you can easily exit and reenter missions without any penalties, you can always head back to a mission (such as "Driving For Chow" in Episode I) and enter the E.O.D.'s Parking Garage. When you exit the garage an automatic game save is initiated, which allows you to take the car into any driving mission. This is useful when you can't find a decent car to drive.



EARN GOOD COP POINTS

While replaying mission won't earn you any additional Badges, it is possible to earn Good Cop points. Should you need more Good Cop points, replay missions that require stealth.

STATS

Access the Player Stats option through the pause menu to learn such things as what upgrades have been earned and which ones are yet to be earned; if you want to know how you stand as a cop or are curious about your shooting accuracy.

Press Left or Right to scroll through these Stat categories: Cop Stats, Driving Stats, Gunplay Stats, and Combat Stats. Once you have found the proper category, press Up or Down to find the many different stats listed. The following are lists of what is found in each category.

COP STATS

Cop Instinct	Success Rate	Initiative	Good/Bad Cop	Reward Points
Citizens Inspected	Perps Engaged	Crime Alerts	Good Deeds	Starting Balance
Citizens Guilty	Perps Apprehended	Crimes Pursued	Bad Deeds	Points Earned
Citizens Innocent	Percentage Total	Percentage Total	Total	24-7 Visits
Percentage Total				Points Charged
				Total

DRIVING STATS

Cars Unlocked	Driving Log	Master Driver	Recklessness	Maneuvers Unlocked
'66 Classic Car	Total Driving Time	Maneuvers Performed	Vehicles Totaled	Peel-Out
'69 Muscle Car	Miles Driven	Frequency	Citizens Run Over	Rapid Stop
'01 Roadster Car	Average Speed	Percentage Total	Frequency	P.I.T. Maneuver
'03 Sports Car			Percentage Total	Downshift
				90° Turn
				FWD Switchblade
				Back Switchblade
				Two-wheels
				Nitro Boost

GUNPLAY STATS

Guns Unlocked	Precision Shots	Loose Cannon	Accuracy	Upgrades Unlocked
.38 Revolver	Precision Shots Fired	Perps Shot	Bullets Fired	Dual-Target Aim
.41 Revolver	Limb Hits	Citizens Shot	Bullets Hit	Aim Assistance
.45 Pistol	Tire Hits		Percentage Total	Fast Reload
.50 Pistol	Head Hits			Fast Aim Speed
	Gas Tank Hits			Laser Sight
				Flash Light
				Scope
				Top Accuracy
				Hollow Point

COMBAT STATS

Grapples Unlocked	Combat Log	Strategy	Whup-ass Rating	Attacks Unlocked
Standard Grapples	Kicks Performed	Attacks Performed	Victories	Running Attacks
Whirlwind Throw Grapple	Punches Performed	Attacks Connected	Defeats	Back Attacks
Arm Buster Grapple	Jump-Kicks Performed	Hits Received	Percentage Total	Ground Attacks
Dirty Boxer Grapple	Combos Performed	Hits Blocked		Combo Tiger Sweep
	Grapples Performed	Percentage Total		Combo Tiger Claw
				Combo Leaping Tiger
				Combo Dragon Kick
				Combo Dragon Fist
				Combo Flying Dragon

BONUS MATERIAL

GAME SECRETS

CHEATS

XBOX AND GAMECUBE

At the City Map in a Destination Driving mission, input the following combos (use the Directional Pad to input directions):

UP, DOWN, UP, DOWN, A	ALL COMBAT MOVES.
DOWN, DOWN, DOWN, A	EXTRA CAR MASS.

EXTRA CAR MASS CHEATS

The Extra Car Mass cheat must be entered while Nick is in a vechicle. Follow these steps to input the code:

1) During a driving mission, enter a vehicle.
2) Access the city map.
3) Input the code.

Create a License Plate using the following and hold L and R before pressing A while highlighting OK:

FUZZ	PLAY AS POLICEMAN (JOHNSON)
5WAT	PLAY AS SWAT OFFICER (BE SWAT)
M1K3	PLAY AS COMMANDO (COMMANDO)
B00Z	PLAY AS BUM
TFAN	PLAY AS GANGSTA_ALT (T-SHIRT HOMIE)
HARA	PLAY AS ASIAN WORKER (ASIAN DUDE)
MNKY	PLAY AS STREETPUNK (PUNK KID)

PLAYSTATION 2

At the City Map in a Destination Driving mission, input the following combos (use the Directional Pad to input directions):

UP, DOWN, UP, DOWN, X	ALL COMBAT MOVES.
X, CIRCLE, SQUARE, TRIANGLE	SHOW NICK'S COORDINATES.
DOWN, DOWN, DOWN, X	EXTRA CAR MASS.

EXTRA CAR MASS CHEATS

The Extra Car Mass cheat must be entered while Nick is in a vechicle. Follow these steps to input the code:

1) During a driving mission, enter a vehicle.
2) Access the city map.
3) Input the code.

Create a License Plate using the following and hold L1 and R1 before pressing X while highlighting OK:

FUZZ	PLAY AS POLICEMAN (JOHNSON)
5WAT	PLAY AS SWAT OFFICER (BE SWAT)
M1K3	PLAY AS COMMANDO (COMMANDO)
B00Z	PLAY AS BUM
TFAN	PLAY AS GANGSTA_ALT (T-SHIRT HOMIE)
HARA	PLAY AS ASIAN WORKER (ASIAN DUDE)
MNKY	PLAY AS STREETPUNK (PUNK KID)

SNOOP BONES MAP

To unlock Snoop, collect the 30 bones scattered throughout the city. Once unlocked, you have an hour to solve as many random crimes as you can for points. Depending on your score, you get a different title, such as "Lap Dogg" or "Top Dogg."

BONUS MOVIE

Complete the game (get all story endings) and you can choose "Bonus Ending" from the end post-mission menu. This movie shows Masterson getting down on the dance floor in the Gulag, soon after Nick joins in with his funky dancing.

CALIFORNIA POLICE DISPATCH CODES

Ever wondered what all those Police Codes you hear in this game, movies, and TV mean? Have a look at the following lists and discover what California Policemen hear when they hear Police Code.

10 CODES

Code	Translation
10-1	Receiving Poorly
10-2	Receiving Well
10-3	Radio Check
10-4	Message Received
10-6	Busy
10-7	Out of Service
10-8	In service
10-9	Repeat last message
10-10	Off duty
10-11	Send Back Up
10-12	Visitors are present—be discrete
10-13	Send Emergency Back Up
10-14	Citizen holding suspect
10-15	Prisoner in custody
10-16	Pick up prisoner
10-17	Request for gasoline
10-18	Report information needed
10-19	Returning to the station
10-20	Location
10-21	Telephone call
10-22	Cancel last message
10-22c	Leave area if all secure
10-23	Stand by
10-24	Request car-to-car transmission

Code	Translation
10-26	Clear
10-27	Check driver's license status
10-28	Check registration status
10-29	Check for warrants and wants
10-32	Drowning
10-33	Emergency radio traffic only
10-34	Cancel 10-33
10-35	Time check
10-36	Confidential information follows
10-37	Identify the operator
10-43	Call a doctor
10-45	What is the condition of the patient?
10-45A	Condition of patient is good
10-45B	Condition of patient is serious
10-45C	Condition of patient is critical
10-45D	Patient is deceased
10-46	Sick person—ambulance enroute
10-48	Ambulance transfer call
10-49	Proceed to/Enroute to
10-50	Under influence of narcotics/Take a report

Code	Translation
10-51	Subject is drunk
10-52	Resuscitator is needed
10-53	Person down
10-54	Possible dead body
10-55	Coroner's case
10-56	Suicide
10-56A	Suicide attempt
10-57	Firearm discharged
10-58	Garbage complaint
10-59	Security check/Malicious mischief
10-60	Lock out
10-61	Miscellaneous public service
10-62	Meet a citizen
10-62A	Take a report from a citizen
10-62B	Civil standby
10-63	Prepare to copy
10-64	Found property
10-65	Missing person
10-66	Suspicious person
10-67	Person calling for help
10-68	Call for police made via telephone
10-70	Prowler
10-71	Shooting
10-72	Knifing

Code	Translation
10-73	How do you receive?
10-79	Bomb threat
10-80	Explosion
10-86	Any traffic?
10-87	Meet the officer at
10-88	Assume your post
10-91	Animal
10-91a	Stray
10-91b	Noisy animal
10-91c	Injured animal
10-91d	Dead animal
10-91e	Animal bite
10-91g	Animal pickup
10-91h	Stray horse
10-91j	Pickup/collect
10-91L	Leash law violation
10-91V	Vicious animal
10-95	pedestrian/ Requesting an I.D./Techunit
10-96	Out of vehicle-ped send backup
10-97	Arrived at scene
10-98	Assignment Complete
10-99	Open police garage door
10-100	Civil disturbance—Mutual aid standby
10-101	Civil disturbance—Mutual aid request

11 CODES

Code	Translation
11-10	Take a report
11-19	In route to station
11-24	Abandoned automobile
11-25	Traffic hazard
11-26	Abandoned bicycle
11-27	10-27 w/the driver held
11-28	10-28 w/the driver held
11-40	Advise if an ambulance is needed
11-41	Ambulance needed
11-42	No ambulance needed
11-48	Provide transportation
11-51	Escort
11-52	Funeral detail
11-54	Suspicious vehicle
11-55	Officer being pursued by automobile
11-56	Officer being pursued by dangerous persons in auto
11-57	Suspicious Person
11-58	Radio traffic being monitored Phone all non-routine messages
11-59	Give attention to high hazard/business areas
11-60	Attack in a high hazard area
11-65	Signal light not functioning
11-66	Defective traffic light
11-71	Fire
11-78	Aircraft accident
11-79	Accident—ambulance has been sent
11-80	Accident w/major injuries
11-81	Accident w/minor injuries
11-82	Accident w/no injuries
11-83	Accident w/no details
11-84	Direct traffic
11-85	Tow truck needed
11-94	Pedestrian stop
11-95	Routine traffic stop
11-96	Checking a suspicious vehicle
11-97	Time/security check on patrol vehicles
11-98	Meet officer at…
11-99	Officer in danger, needs help now!

9 CODES

Code	Translation
900	Radio Silence
901	Accident
904	Fire
904A	Automobile fire
904B	Building fire
904G	Grass fire
908	Out of service
909	Traffic problem/police needed
910	Prowler
911	Vehicle Stop
912	Suspicious Person
916	Domestic
917	Drinking in public
918	Person requesting help
922	Drunk person
924	Go to station
925	Suspicious vehicle
933	Turn off mobile relay
936	Stolen vehicle inquiry
937	Wanted person inquiry
949	Burning inspection at
950	Control burn in progress
951	Need fire investigator
952	Report on conditions
953	Investigate smoke
953A	Investigate gas
954	Off the air at the scene of the fire
955	Fire is under control
956	Assignment not finished
971	Be on the lookout for
980	Restrict calls to emergency only
981	Resume normal traffic

MISC. CODES

Code	Translation
Code 1	Respond at your convenience
Code 2	Priority Call respond immediately
Code 3	Emergency call/respond w/lights and siren
Code 4	Situation controled
Code 5	Stake out
Code 6	Coffee break
Code 7	Meal break
Code 8	At my residence
Code 9	Officer needs assistance
Code 10	Bomb threat
Code 12	Notify news media
Code 22	Restricted radio traffic
Code 30	Officer needs help—Emergency!
Code 33	Mobile emergency—clear this radio channel
Code 43	TAC forces committed
Code Blue	Cardiac arrest

PHONETIC ALPHABET

Code	Translation
A	Adam
B	Boy
C	Charles
D	David
E	Edward
F	Frank
G	George
H	Henry
I	Ida
J	John
K	King
L	Lincoln
M	Mary
N	Nora
O	Ocean
P	Paul
Q	Queen
R	Robert
S	Sam
T	Tom
U	Union
V	Victor
W	William
X	X-ray
Y	Yellow
Z	Zebra

FUGITIVE

STREET FIGHTER

ASIAN STREET GANGSTER

DEA Agent

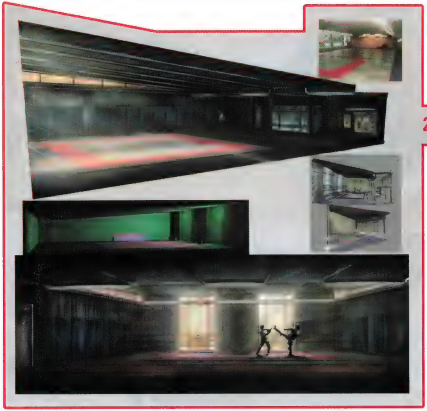
Yakuza
Member

MARKETING
GUY

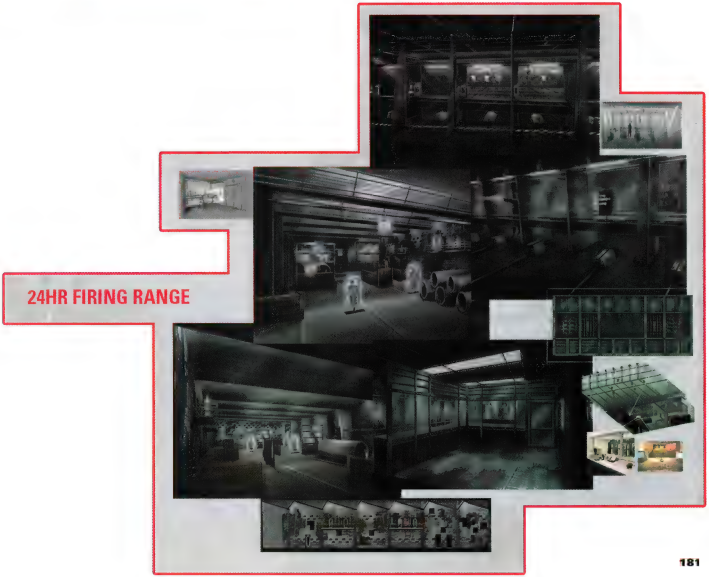
BIKINI
GIRL

S&M GIRL

Chandeliers on fenders
Leopard skin seats
Gold Trim
Wire wheels



24/7 HOUR DOJO



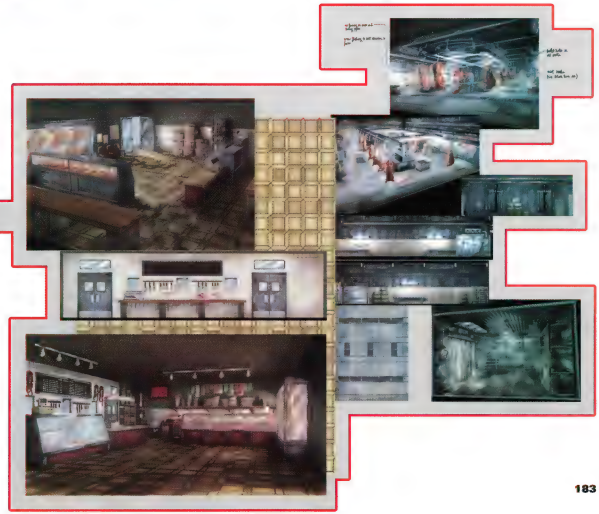
24HR FIRING RANGE

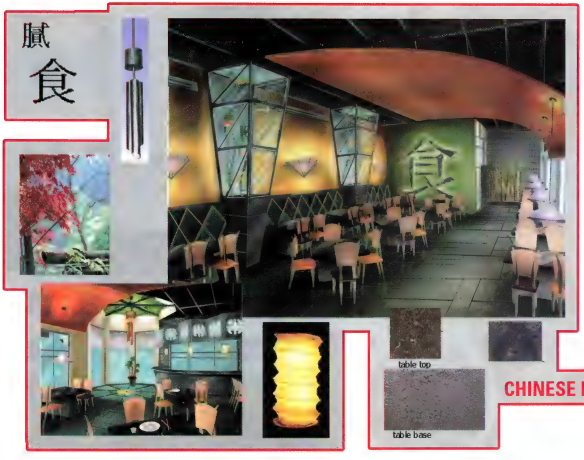
24HR IMPOUND

AUTO REPAIR SHOP

BANK

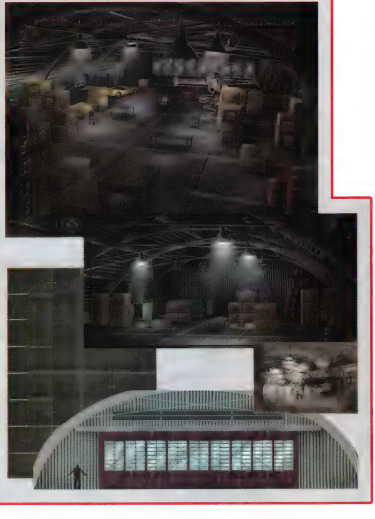
BUTCHER STORE



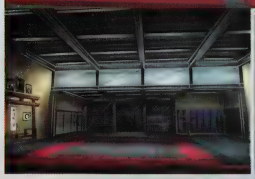


CHINESE RESTAURANT

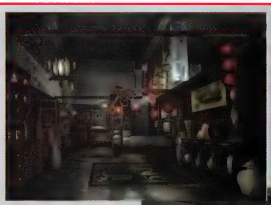
HANGAR



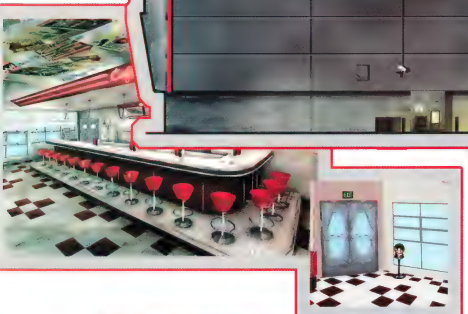
GYM



INDUSTRIAL BUILDING



NIGHTCLUB

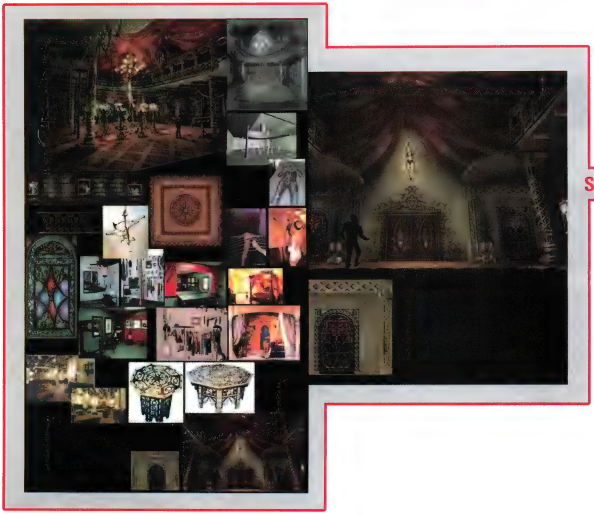


OLD DINER

OLD SPA

RODEO BAR

RUNDOWN HOUSE



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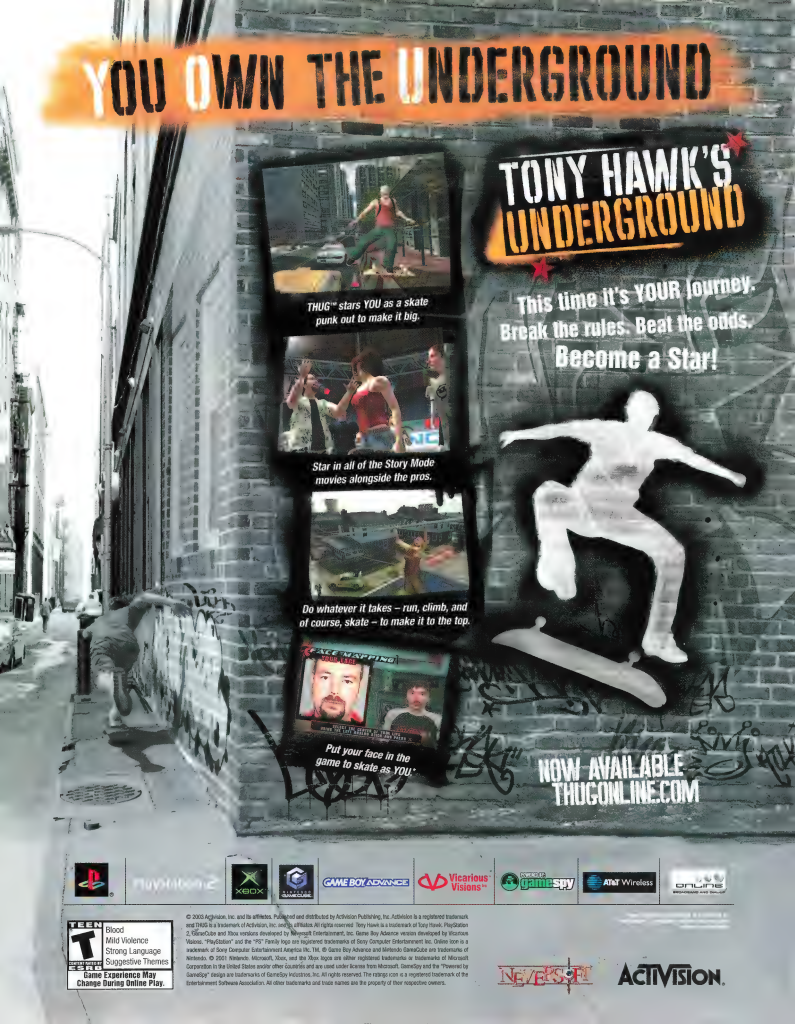
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TRUE CRIME

STREETS OF LA

OFFICIAL STRATEGY GUIDE

BY TIM BOGENN

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EPISODE SUMMARY

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- INTRO — M4: TRIAD MUSCLE
- INTRO / ALT. INTRO — M5: FINALE: ROSIE TROUBLE

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- INTRO — M5: CHASING TRIAD THUG
- INTRO / ALT. INTRO — M6: DRIVING TO JIMMY'S
- INTRO — M7: SNEAKING IN
- INTRO — M8: JIMMY'S AMBUSH
- INTRO — M9: FINALE: SNIPER ASSASSIN

Bonus Cruisin' | Crime Patrol

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- INTRO — M6: SHOWER ROOM ANTICS
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Bonus Cruisin' | Crime Patrol

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  - CAPTURE RAFFERTY
  - CAR LOST
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- INTRO — M3: (ALT) THE PEKING DUCK
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- INTRO — M5: ON THE CHOPPING BLOCK
- INTRO — M6: SLAUGHTERHOUSE
- INTRO / ALT. INTRO — M7: FINALE: THE GREAT ESCAPE

Bonus Cruisin' | Crime Patrol

ALT. EPISODE V: HIGH-RISE TERROR

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- INTRO / ALT. INTRO — M4: BANK STANDOFF
- INTRO — M5: LOBBY FIREFIGHT
- INTRO / ALT. INTRO — M5: (ALT) GOING UP
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- INTRO — M7: FINALE: BAD POLITICS

Victory | Failed

EPISODE VI: HOUSE OF WU

- INTRO — M1: OFF TO WU'S PLACE
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- INTRO — M3: KITCHEN INSPECTION
- INTRO — M4: SEEKING ANCIENT WU
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- INTRO — M7: FINALE: NIGHTMARE

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ALT. EPISODE VI: RAMPAGE

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- INTRO — M2: (ALT) GULAG GOONS
- INTRO — M3: THE BODYGUARD
- INTRO / ALT. INTRO 1 / ALT. INTRO 2 — M4: WU'S TURN
- INTRO / ALT. INTRO — M5: PAYBACK
- INTRO — M6: OFF TO THE AIRPORT
- INTRO / ALT. INTRO — M7: FINALE: ROCKY'S LOOT

Bonus Cruisin' | Crime Patrol

EPISODE VII: FINDING ROCKY

- INTRO / ALT. INTRO — M1: IN THE DRIVER'S SEAT
- INTRO — M2: PRESSING RAFFERTY
- INTRO — M3: ON RAFFERTY'S TAIL
- INTRO — M3: (ALT) FBI GOONS
- INTRO — M4: ESCAPING THE FEDS
  - CAR LOST
- INTRO / ALT. INTRO — M5: RAFFERTY'S DATE
  - CAPTURE RAFFERTY
- INTRO / ALT. INTRO — M6: EAVESDROPPING
- INTRO / ALT. INTRO — M7: FINALE: FATHER'S KILLER

Crime Patrol

ALT. EPISODE VII: BLOOD MONEY

- INTRO / ALT. INTRO — M1: RACE TO ROCKY'S LAIR
- INTRO — M2: KINKS IN THE PATH
- INTRO / ALT. INTRO — M3: FREAK SHOW
- INTRO / ALT. INTRO — M4: ROSIE'S RANSOM
- INTRO / ALT. INTRO — M5: ESCAPING MASTERSON
- INTRO — M6: CHINATOWN SHOWDOWN
- INTRO — M7: FINALE: LAST STAND

Victory | Failed

EPISODE VIII: RETRIBUTION

- INTRO / ALT. INTRO — M1: THE GIRLFRIEND ANGLE
  - CAPTURED JILL
  - CAR LOST
- INTRO / ALT. INTRO — M2: BACK TO THE GULAG
- INTRO — M3: ROCKY'S TRAP
- INTRO — M3: (ALT) CHOPPER AMBUSH
- INTRO / ALT. INTRO — M4: DRIVING TO THE AIRPORT
- INTRO / ALT. INTRO — M5: HANGAR SHOWDOWN
- INTRO — M6: JETTING AWAY
- INTRO — M7: FINALE: PUPPET MASTER

Victory | Failed

TRUE CRIME
STREETS OF LA

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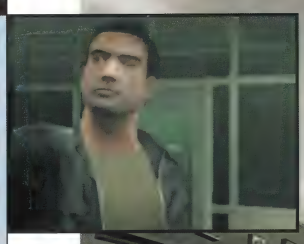

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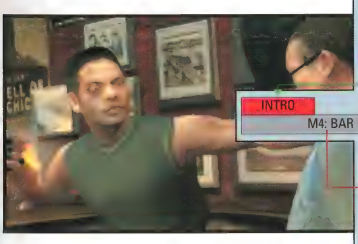
Crime Patrol | Bonus Cruisin'



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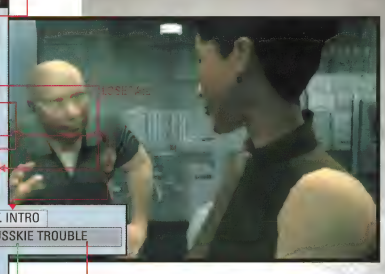

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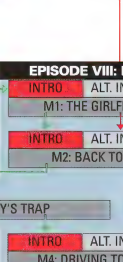

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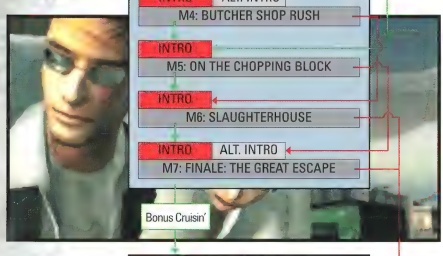

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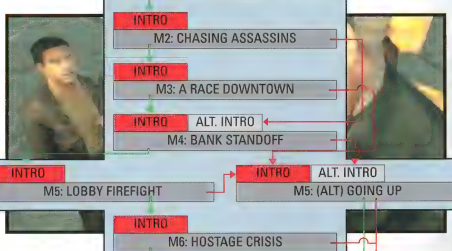

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Bonus Cruisin' | Crime Patrol

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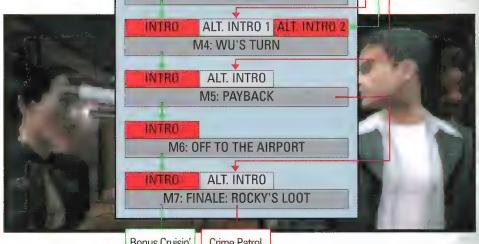
- INTRO / ALT. INTRO 1 / ALT. INTRO 2 — M4: WU'S TURN
- INTRO / ALT. INTRO — M5: PAYBACK
- INTRO — M6: OFF TO THE AIRPORT
- INTRO / ALT. INTRO — M7: FINALE: ROCKY'S LOOT

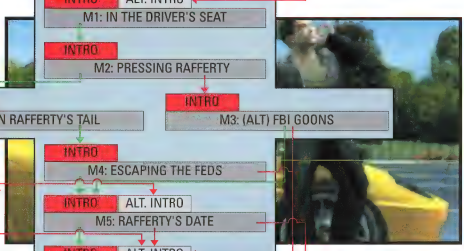
Bonus Cruisin' | Crime Patrol



EPISODE VII: FINDING ROCKY

- INTRO / ALT. INTRO — M1: IN THE DRIVER'S SEAT
- INTRO — M2: PRESSING RAFFERTY
- INTRO — M3: ON RAFFERTY'S TAIL
- INTRO — M3: (ALT) FBI GOONS
- INTRO — M4: ESCAPING THE FEDS
  - CAR LOST
- INTRO / ALT. INTRO — M5: RAFFERTY'S DATE
  - CAPTURE RAFFERTY
- INTRO / ALT. INTRO — M6: EAVESDROPPING
- INTRO / ALT. INTRO — M7: FINALE: FATHER'S KILLER

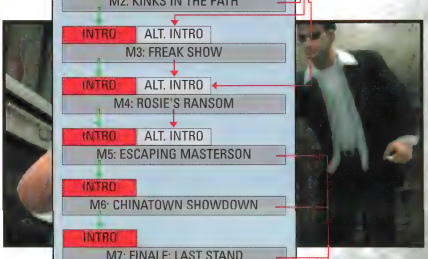
Crime Patrol



ALT. EPISODE VII: BLOOD MONEY

- INTRO / ALT. INTRO — M1: RACE TO ROCKY'S LAIR
- INTRO — M2: KINKS IN THE PATH
- INTRO / ALT. INTRO — M3: FREAK SHOW
- INTRO / ALT. INTRO — M4: ROSIE'S RANSOM
- INTRO / ALT. INTRO — M5: ESCAPING MASTERSON
- INTRO — M6: CHINATOWN SHOWDOWN
- INTRO — M7: FINALE: LAST STAND

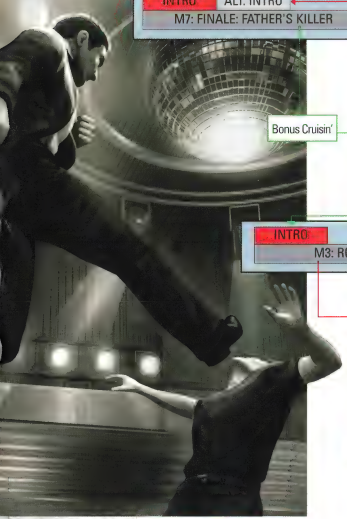
Victory | Failed

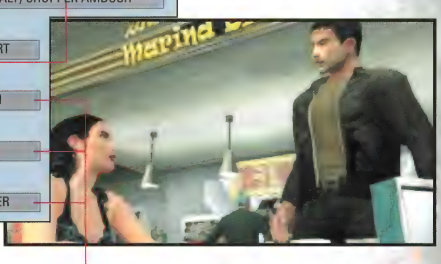


EPISODE VIII: RETRIBUTION

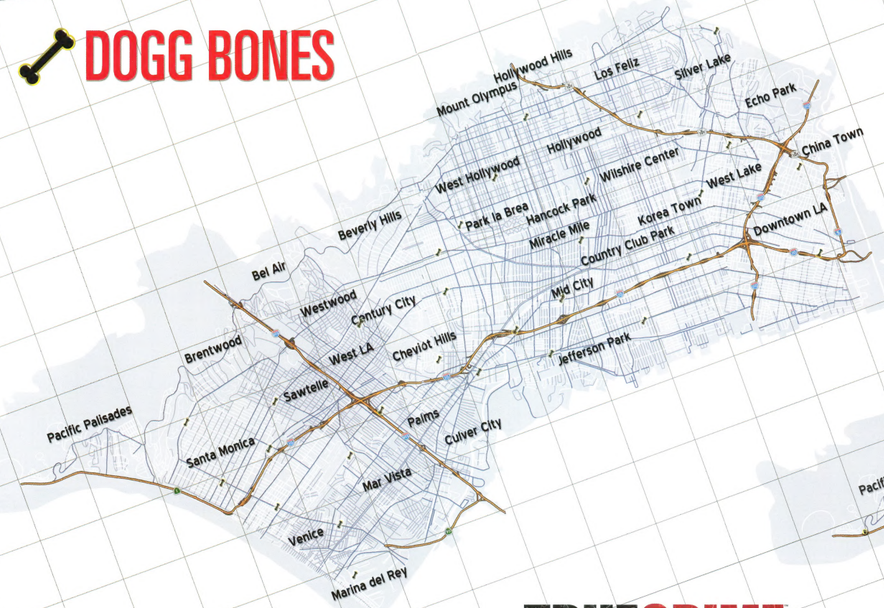
- INTRO / ALT. INTRO — M1: THE GIRLFRIEND ANGLE
  - CAPTURED JILL
  - CAR LOST
- INTRO / ALT. INTRO — M2: BACK TO THE GULAG
- INTRO — M3: ROCKY'S TRAP
- INTRO — M3: (ALT) CHOPPER AMBUSH
- INTRO / ALT. INTRO — M4: DRIVING TO THE AIRPORT
- INTRO / ALT. INTRO — M5: HANGAR SHOWDOWN
- INTRO — M6: JETTING AWAY
- INTRO — M7: FINALE: PUPPET MASTER

Victory | Failed





DOGG BONES



HEALTH
REPAIR

UPGRADES

- driving
- fighting
- shooting

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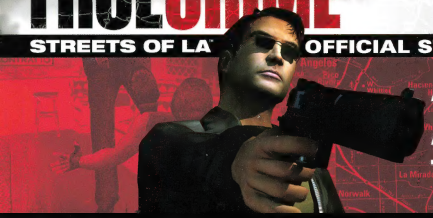

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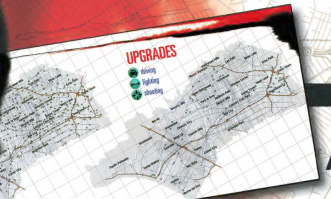

BONUS MATERIAL

Concept art gallery and actual California Police Dispatch Codes!

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